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MEGA!
CONVERSION!!
RICH
22 OF 22
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INCREDIBLE!!
EYE OF THE BEHOLDER!
DUNGEON MASTER FINALLY BEATEN?!
REVIEWED INSIDE!
BACK TO THE FUTURE 3 • GODS
ACT RAISER • SEGA SPEEDBALL
CHUCK ROCK • PGA TOUR GOLF
RAD GRAVITY • DICK TRACY!!!
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CONT

MAY 1991 #114

THIS MONTH'S REVIEWS!



MANAGING EDITOR
JULIAN RIGNALL
Julian once had a collection of die-cast metal horses which he kept in several shoe boxes under his bed, next to a twelve-gauge shotgun. But one day his favourite, Becky, a rare Prezwalski's Horse, made a break for freedom, and Julian was so stricken with remorse that he had to sell his whole "stable". "Quel dommage!", as they say across The Channel!



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ENTS



ASSOCIATE EDITOR
PAUL GLANCEY
After once again being kidnapped by aliens (who, as usual, dropped him off miles away from where they picked him up) Paul has exhibited an inexplicable affection for Vision ceramic saucepans, and in the past month has collected over six. Quite incredible we think you'll agree.



ART EDITOR
JON BILLINGTON
Being a born artist, Jon has long been collecting what he calls "artists materials of the rich and famous". It all started when TV sketchmaster Tony Hart sent him an autographed pencil, but Jon has since acquired the brush Marlon Brando used to decorate his front room, and at a recent auction he was in the bidding for one of Robert de Niro's biros!



STAFF WRITER
RICHARD LEADBETTER
Nowadays, Richard is a bit too cool to collect anything apart from fast clothes and designer motorbikes. "However, when I'm at home meditating I do like to surround myself with various forms of exotic cacti. They make great companions and I really do believe they are trying to communicate, although they only speak Spanish, and I did German at school," he was reported as saying.



STAFF WRITER
ROBERT SWAN
Rob is quite a tie buff, and has been since the age of four, when he was given a particularly dashing red tie on elastic. His collection now numbers some 8,000 items of fashion neckwear, but pride of place goes to one of those thin white ties with piano keys printed on them.

ED-FIRST

Virtual Reality, eh? It's a right game. Well, it is now that W Industries have launched their Virtuality machine, coming soon to an arcade near you. I must say, the high price makes me slightly sceptical of it's success, but I'd like to think it will change the world of computer games simply because it really is the next logical step.

The quality of computer graphics has improved vastly over the years, making games seem more and more realistic. But while they're displayed on a two-dimensional screen they'll never be able to completely convince the player that he's flying a fighter-bomber or wandering through a labyrinth slicing up zombies. If Virtual Reality technology is developed to the same degree, then we really should be experiencing games totally (sights, sounds, feelings, and perhaps even smells!) by the end of the century.

And after that? Well, who knows? Cartridges that connect directly to the player's brain, so that the imagination is the screen on which the graphics are displayed? Think about it...

And while you're thinking about it, prepare yourself for next month's amazing free gift, a set of glow-in-the-dark stickers, which could lead to you winning one of four Super Famicoms in upcoming issues of CVG and Mean Machines! Don't miss it!



PAUL GLANCEY
ASSOCIATE EDITOR



Paul Glancey tests a prototype version of the Virtual Reality machine.

COMPO-RESULTS ISLAND

"The Romance of Winning"

Enter a compo in a past issue of C+VG? Well, here's the bit to examine closely - it could be you who has won!

COWABUNGA COIN-OPS OF CHAOS COMP

Crikey! A mega Turtles coin-op was mercilessly put "up for grabs" by the mercenary types at C+VG and Imageworks. We had a few thousand entries, but the one-and-only winner turned out to be:
ADAM EDWARDS, LLANRUMNEY, CARDIFF, CF3 9ET.

THE UGLY BUG COIN-OP COMP

So popular was this massive compo that it even turned up in Competitors' Journal (or some other pamphlet of that ilk). In the end though, the lucky chap who wins this brilliant Exterminator coin-op is (cue fanfare!):
IAN SULLIVAN, CHADWELL HEATH, ROMFORD, ESSEX.
The nice people at Audiogenic should be getting that honking great coin-op to you pretty soon now.

THE MANIC MARCH HOTLINES WIN A SUPER FAMICOM

A super-slick, mega-brill Super Famicom goes to:
BOBBY JOHNS, BETHNAL GREEN, LONDON.

WIN A LYNX

The brill handheld colour wonder ends up with:
JOSEPH STILES, BLANDFORD, DORSET.

WIN A GAMEBOY

The brill handheld monochromatic marvel will find its way to:
BEN HOLLY, BRIGHTON, EAST SUSSEX.

WIN A MEGADRIVE

The mega 16-bit console will be winging its way to:
TERRY KINGSFORD, TENBY, WALES.

CVG NEWS

SPECIAL REPORT

VIR

IS THIS

Dateline: 22 March 1991. The place: Wembley Conference Centre, London. The occasion: the world launch of the Virtuality 1000 SD system - a new accomplishment in "virtual reality", aimed at the leisure market as the future of computer-based entertainment. Robert Swan was there - really...

WHAT IS ALL THIS VIRTUAL REALITY STUFF ANYWAY?

Virtual Reality is a topic which has received growing coverage in the computer press over the past months. It's a term used to describe a system which provides a full and realistic 3D view of a computer-generated world, in which you can move and interact.

Virtual Reality has already been applied to some commercial applications (notably architectural design). But until now, no-one has tried to sell systems for entertainment purposes simply because the vast computer power needed to produce an exciting games environment was way too expensive to be commercially viable.

W Industries, based in Leicester, have spent the last decade designing and perfecting what they claim to be the ultimate in sensory experiences - the Virtuality 1000 SD Virtual Reality entertainment system.

Their system, priced at £20,000, is aimed at the arcade market, and that price puts it between a top-of-the-range cockpit arcade machine, such as a Galaxy Force (which costs between £7,000 and £8,000), and the new R360 (priced at over £60,000). W Industries hope to replace the "limited and shallow" coin-ops of today with simulations of all manner of vehicles ranging from the Harrier jump jet to interstellar fightercraft.

WHERE DID YOU GET THAT HAT?

The system itself is comprised of three units. The display is contained in the Visette, an ergonomically-designed visor that rests on the head. Providing the images are two high-resolution LCD colour displays which sit over the player's eyes to provide a stereoscopic 3D effect. Inside the Visette there is sensing circuitry which can detect the exact angle of the player's head - so if he looks up, the screens display whatever is above him in the virtual world.

Stereo speakers in the helmet provide full surround-sound effect, and there's even a hidden microphone so players can interact with each other in multi-player games.

The Visette fits practically any size of head thanks to a nifty locking system (so if you wear glasses, you don't have to take them off to use it), and there's even a "panic button" - if you can't handle the heat, the lock springs open, enabling you to remove the unit quickly. The Visette is also extremely robust - it's been dropped from a height of two metres, and it still worked!

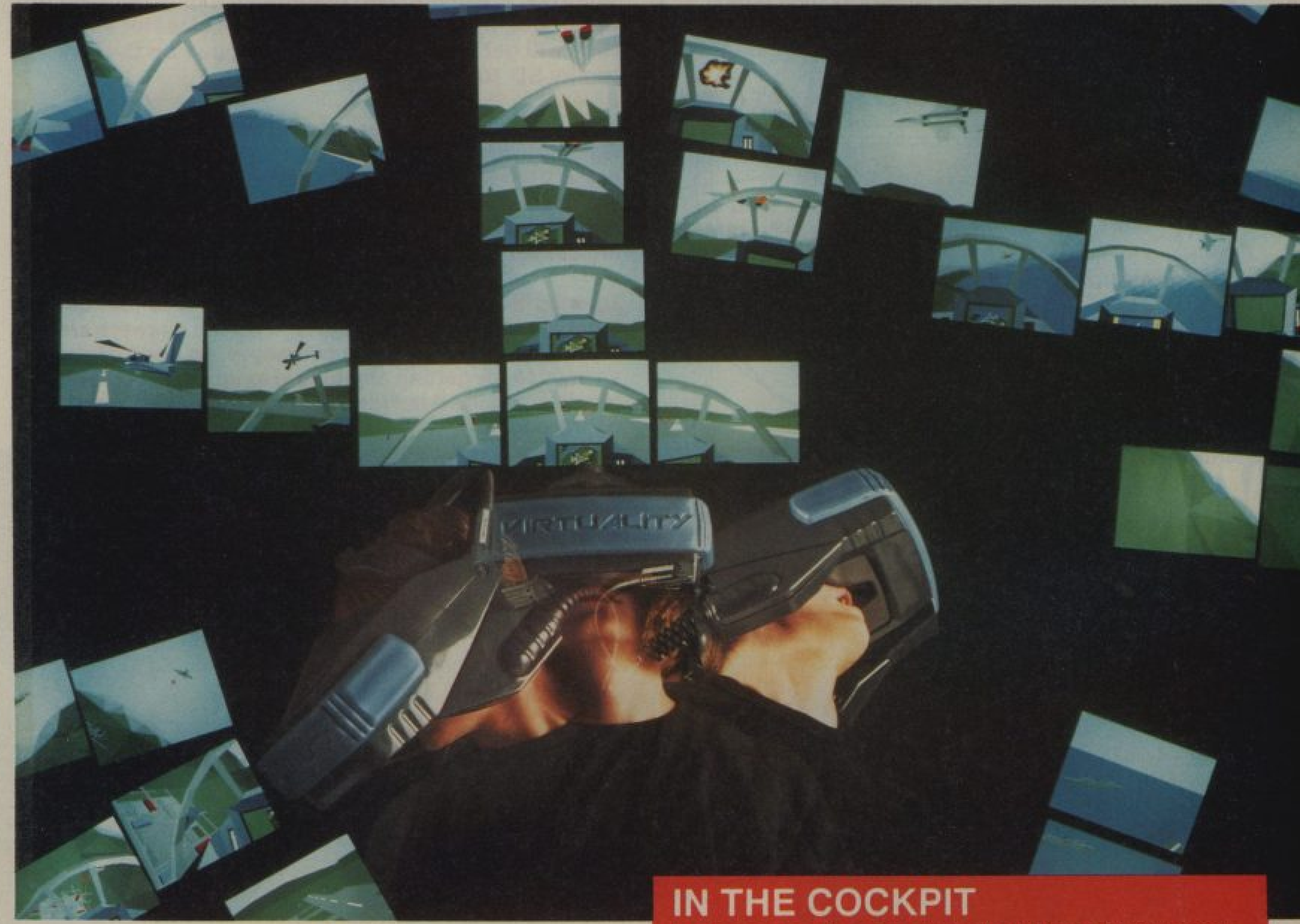
THE GAMES

Two games were on display with the Virtuality - VTOL, a flight combat simulation based on the Harrier jump jet, and Battlesphere, a space sim with the player at the controls of a deadly starfighter. Both games are stunning in their design and conception, and you do really get a feeling of "being there" - the speed of the update is quite astonishing for a system of this nature.

W Industries are currently developing two more Virtuality games, one of which is provisionally titled Future Forest. The other is a game based on the Cresta Run, the famous deadly bobsleigh course - expect high-speed thrills aplenty in that one!

RTUALITY™

THE ARCADE OF THE FUTURE?



IN THE COCKPIT

The main section of the Virtuality unit is the massive grey cockpit, in which the player sits and this contains the brains of the system, the powerful Expality computer (which in turn contains a CD-ROM drive), and the Animette graphics software, which not only generates the impressive 3D images, but controls the visual display from the computer through to the visor.

There are two joysticks situated on the "arms" of the cockpit, both of which have trigger and thumb fire buttons.

THE VERDICT

The Virtuality is certainly a remarkable achievement in the field of entertainment technology and is undoubtedly the most exciting development in arcade machinery since Space Invaders. But will it take off?

The sleek, grey techno-cockpit and the Star Wars-style Visette make the Virtuality an impressive machine to behold, so it's bound to attract arcade players (and probably plenty of other curious passer's-by) like a magnet.

The only real problem with the system is the price - for your average arcade owner, £20,000 is a hell of a lot of dough to cough up for a single unit, and to connect 20 machines together would cost a whacking £400,000! At that price, players can expect to pay up to £2.00 per credit so W Industries will have to produce games of very high quality indeed to keep the punters interested.

But, if you wander into one of the larger arcades and are lucky enough to clap eyes on it, I recommend without reservation that you at least sample the Virtuality experience - you certainly won't be disappointed.

THE FUTURE

As with all computer systems, as soon as it's invented other companies will start a race to provide better and cheaper systems. And this will certainly be the case with Arcade Virtual Reality. Sega and Sony are already working on Virtual Reality systems for use as leisure machines, and no doubt other manufacturers are ready to enter the market! Players beware - a new revolution has begun.

CVG NEWS COMPETITION

YOU COULD VIRTUALLY BE THERE!

Having a blast on the newest Virtual Reality coin-op may be some months away for most of us, but now CVG, in conjunction with those lovely people at W Industries, are giving two readers an expenses-paid trip up to the offices of W Industries in Leicester where they will get the chance to have a bash on the Virtuality SD 1000 system - for free!

Just think - you could be soaring through an alternate world, blasting enemy aircraft and ground installations, or even screaming through space, zapping seven shades out of alien nasties! Even better, the prize-winners will be playing on linked machines, so they can zap seven shades out of each other!

To enter this fab comp, simply answer these four questions about the Virtuality system. All the answers are in the article on the previous two pages, so none of you has an excuse for getting anything wrong! Once you've written down all the answers (and the tie-breaker), send them on the back of a postcard or sealed envelope to:

VIRTUALLY THE BEST COMPO IN THE WORLD, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

QUESTION 1
What is the name of the system's head module?
A) Visette
B) Nanette
C) Exocet
D) Launderette

QUESTION 2
How much does the Virtuality system cost?
A) £10,000
B) £20,000
C) £30,000
D) £2.50 inc VAT (17.5%!)

QUESTION 3
What game for the Virtuality is set inside a Harrier jump jet?
A) Space Harrier
B) VTOL
C) Strike Force Harrier
D) Afterburner

QUESTION 4
Name a major coin-op manufacturer currently working on a Virtual Reality system.
A) Atari
B) Sega
C) Taito
D) Jaleco

WIN A TRIP INTO VIRTUALITY™ !

Make sure your entries are in before 15 May 1991, as when we pull the winners.

"SKI OR DIE" FIVE FUN-FILLED WAYS TO END UP IN HOSPITAL



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SNOWBALL BLAST



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There's the "Snowboard Half Pipe", 2 minutes of sheer hell down a near-sheer drop, not made any easier by the presence of teams of chain saw bunnies and punked out penguins.

"Acro Aerials", fly, flip, twist and tuck, down the glacier and convince the judges that you really meant to do it that way.

If your idea of fun is to race down a mountain on an inflated inner tube, while Rodney's son Lester tries to puncture you and your vehicle with various sharpened objects, "Innertube Thrash" is for you.

You couldn't get further from a nice playful playground snowball fight. "Snowball Blast" is deadly and deadly serious.

Finally there is "Downhill Blitz", a no-holds-barred race down unknown trails against the clock and against all common sense.

And if you're the type who really does have a ski loose, then why not try them all? Do you prefer flowers or grapes?

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Taking the Mickey? Virgin's cut price Megadrive hits the streets!

MEGADRIVE MEGACUT!

Should you walk into a local branch of Dixons, you should discover that Sega have sensationally slashed the price of their Megadrive down to a token £149.99 - and you even get a free copy of the brilliant Mickey Mouse (sure beats the whiffy Altered Beast any day!) into the bargain!

Other shops should be receiving cut-price consoles soon, and the chances are that they will bundled at the same price with the repellent Italia '90 football game. Our advice is that if you're contemplating a Megadrive purchase, you should make all haste to Dixons and get that Mickey Mouse pack as soon as possible.

U.S. GOLD







US GOLD HIT PARADE

Birmingham-based US Gold have announced the latest Sega coin-op titles to be converted onto all the popular 8-bit and 16-bit systems. First off will be Alien Storm - the massively enjoyable follow-up to the gruesome Alien Syndrome. This will be followed by the spectacular G-Loc - the graphical tour-de-force Sega produced as a sequel to Afterburner.

Alien Storm is best described as a kind of Golden Axe with shoot 'em up elements. The basic gameplay involves the horizontally-scrolling antics of three characters out to wipe out an entire alien storm! Alien Storm also features a brill bonus high-speed running section and there's even a 3D Op Wolf-style action thrown in for good measure. If Tiertex convert this well then it'll go down extremely well here at CVG.

G-Loc is a graphically awesome coin-op. Combining Sega's acclaimed sprite-based 3D technology and a liberal smattering of polygons to boot, it's certainly a real coin-op experience (especially in the amazing R360 coin-op cabinet). The basic gameplay simply involved piloting your F14 Tomcat behind enemy lines shooting down enough targets

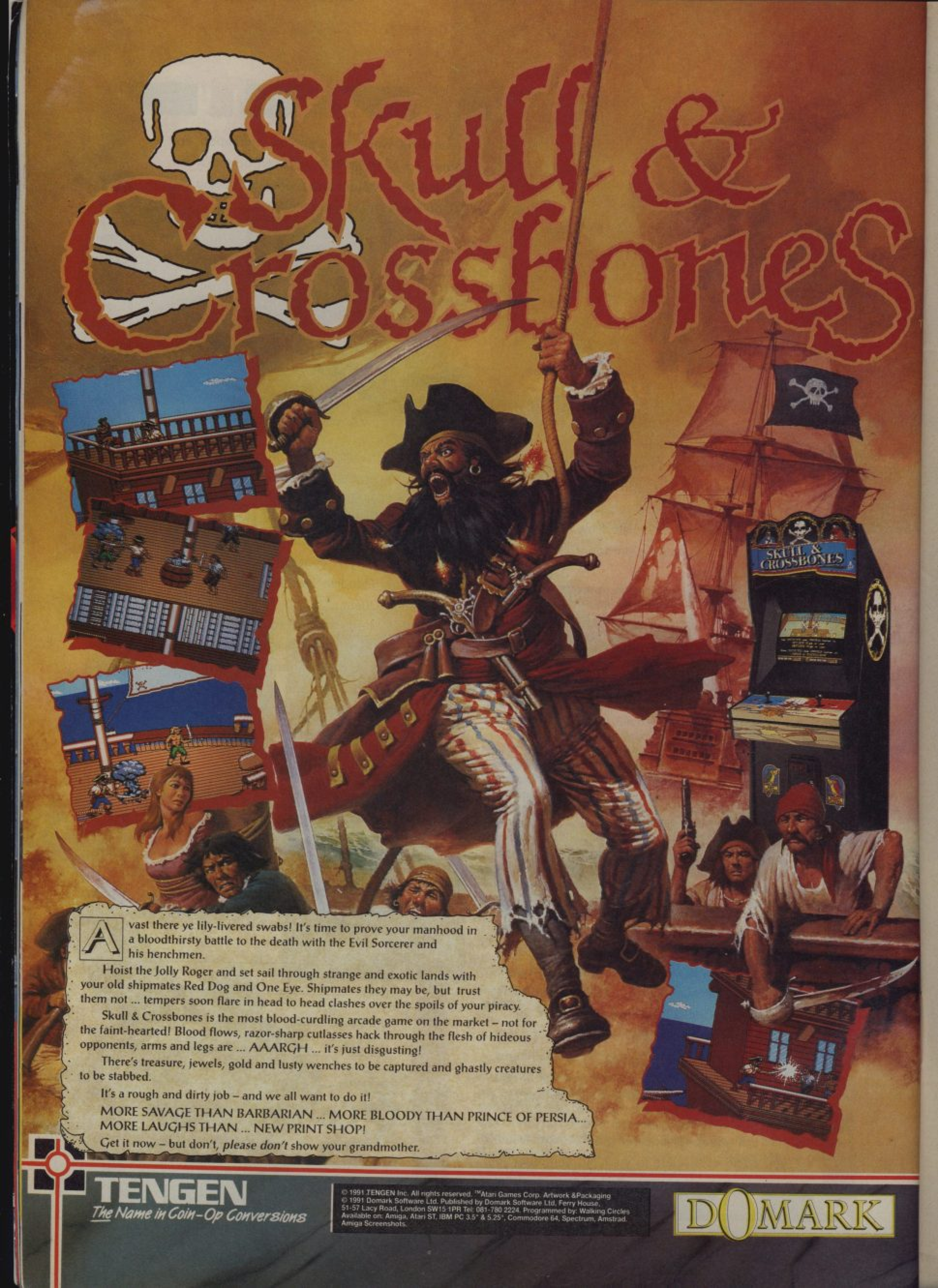
with your Vulcan cannon and missiles. US Gold have enlisted crack programming bods, Creative Materials to convert the game onto all the popular formats. Their conversions of Sega's Line of Fire were graphically superb, so hopefully this conversion should be equally impressive. G-Loc should be ready for an Autumn release.

Off the cuff digital sampling with the new Chatterbox!

SOUNDING OFF!

Here's a pic of the latest piece of wrist-based technology - straight from the USA! The ChatterBox, as it's called, combines yer average watch-technology with a kind of mini-sampler, which can record and playback any sound you may utter into the mounted microphone. Sounds pretty good, eh? Unfortunately, what this picture doesn't show is the size of the thing! Roughly 80mm x 40mm, it's a bit on the big side - unless you've got wrists the size of Arnold Schwarzenegger's.

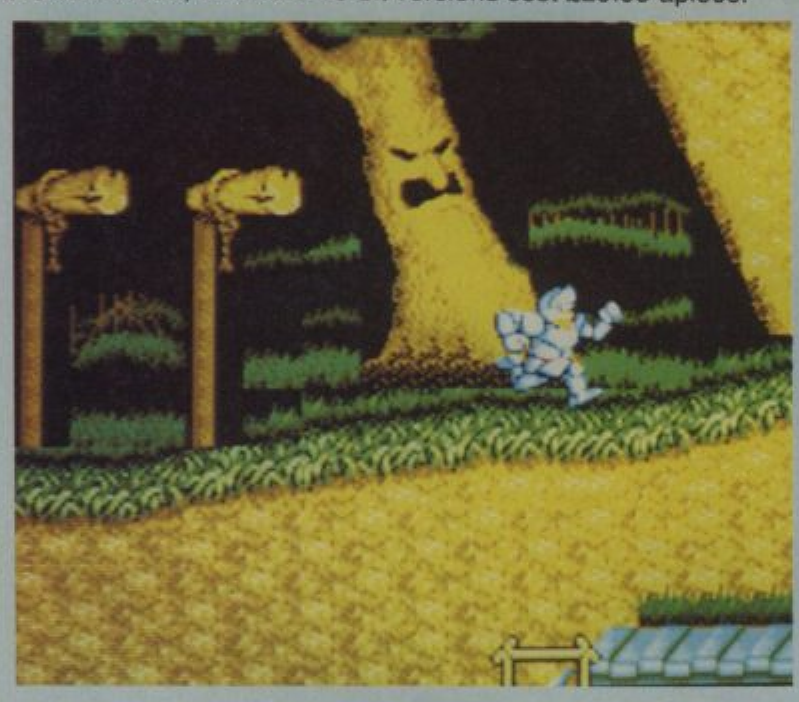
What we don't know is just how much sound the ChatterBox can record. It uses memory chips, not tape, so the length (and quality) of your samples is consequently rather limited.


Skull & Crossbones
SKULL & CROSSBONES
A vast there ye lily-livered swabs! It's time to prove your manhood in a bloodthirsty battle to the death with the Evil Sorcerer and his henchmen.
Hoist the Jolly Roger and set sail through strange and exotic lands with your old shipmates Red Dog and One Eye. Shipmates they may be, but trust them not ... tempers soon flare in head to head clashes over the spoils of your piracy.
Skull & Crossbones is the most blood-curdling arcade game on the market – not for the faint-hearted! Blood flows, razor-sharp cutlasses hack through the flesh of hideous opponents, arms and legs are ... AAARGH ... it's just disgusting!
There's treasure, jewels, gold and lusty wenches to be captured and ghastly creatures to be stabbed.
It's a rough and dirty job – and we all want to do it!
MORE SAVAGE THAN BARBARIAN ... MORE BLOODY THAN PRINCE OF PERSIA...
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TENGEN
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© 1991 TENGEN Inc. All rights reserved. ™Atari Games Corp. Artwork &Packaging © 1991 Domark Software Ltd. Published by Domark Software Ltd, Ferry House, 51-57 Lacy Road, London SW15 1PR Tel: 081-780 2224. Programmed by: Walking Circles Available on: Amiga, Atari ST, IBM PC 3.5" & 5.25", Commodore 64, Spectrum, Amstrad. Amiga Screenshots.
DOMARK

COIN-OP GOLD

US Gold are returning to the compilation field with Coin-op Hits 2 incorporating four major coin-op licenses and one original game. The package is made up of Ghouls 'n' Ghosts (decent conversion of the Capcom smash), Vigilante (okay Irem beat 'em up), Dynasty Wars (average Capcom conversion), Ninja Spirit (pretty good Irem beat 'em up) and finally, Hammerfist (Vivid Images' great arcade adventure).

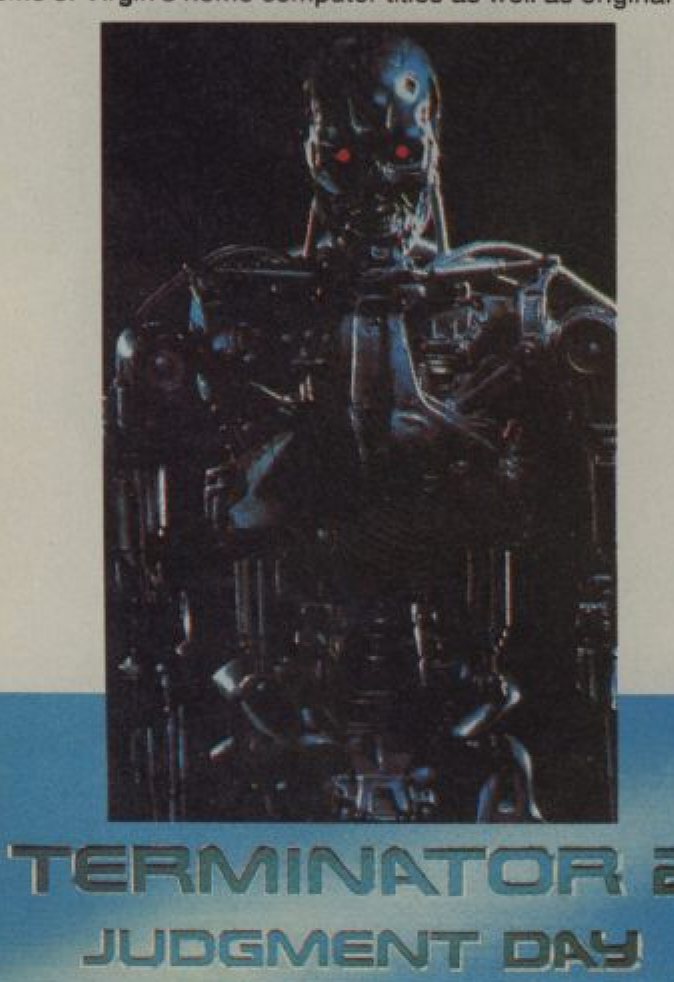
The highlights of this package must be Ghouls 'n' Ghosts and Hammerfist (though the latter was never a coin-op), and the other games combine to make this an above average compilation. Out during Easter, the 8-bit versions weigh in a £15.99 on cassette, £19.99 on disk, while the 16-bit versions cost £29.99 apiece.



SEGA TERMINATED

In the Autumn, Sega Master System owners should be able to play a game based on the fab Schwarzenegger movie, The Terminator. Unfortunately, Virgin (the game's producers) only have the rights to produce the game on cartridge, so it appears likely that the only other console it could conceivably appear on is the Sega Megadrive.

The Terminator will be followed up by more carts from Virgin, although they remain tight-lipped about specific titles at the moment. It seems likely that they may well be conversions from some of Virgin's home computer titles as well as original games.



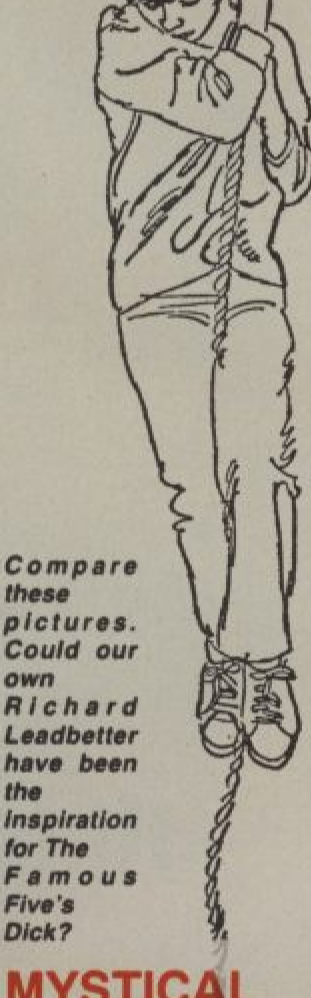


BEST LICENCE EVER?

Enid Blyton's amazing Famous Five book - "The Famous Five on a Treasure Island" look set to be immortalised in a new adventure courtesy of Enigma Variations. The game promises to have an intelligent parser, with plot, text and pictures highly similar to the Blyton books.

The game is already available on the Sam Coupe, and Amiga, ST, Spectrum, C64 and Amstrad versions should all be available by April with a PC version expected in May. Boy oh boy! We can't wait!

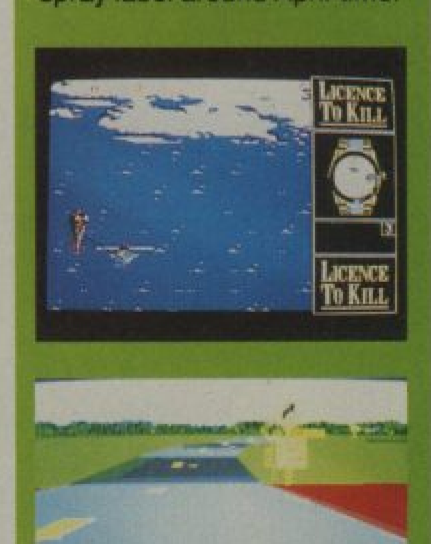




Compare these pictures. Could our own Richard Leadbetter have been the inspiration for The Famous Five's Dick?

CUT-PRICE BOND

Domark are dusting down some of their old big-name classics and re-releasing them at the mega-low price of £7.99. Expect to see Licence to Kill and Hard Drivin' available on Domark's new Respray label around April-time.



MYSTICAL MYSTERIES SOLVED

Mystical, Infogrames' 16-bit game of sorcery has been converted on to the Spectrum and Amstrad! The French company are obviously quite pleased with this conversion as they reckon that the game has an "exceptional graphic beauty". Judge for yourself by casting your eyes over the Spectrum screenshots shown.

Playing a nice wizard, it's your job to destroy the nasty Grand Sorcerer's laboratory and all of his associated magical scrolls and phials. Infogrames promise "lots of animation, unlimited humour and a crowd of characters to meet". There's also all the prospective excitement of two-player action.

Infogrames are selling Mystical on the Amstrad and Spectrum at £10.99 on cassette and £15.99 on disk. Expect to see the game in the shops by April.

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REVIEW

SUPER FAMICOM £40.00

BY ENIX

The gods were feeling pretty pleased with themselves. After all, during the course of a thousand millennia they'd managed to persuade the inhabitants of the entire planet to worship them and now they ruled supreme.

Unfortunately, a minor god was mucking about one day when he accidentally pointed his divine retribution finger at one of the major oceans. Needless to say, such careless behavior resulted in a major catastrophe as the earth opened up and a new island was created.

This island was a bit too big for the gods to ignore, so they decided after a few centuries that it should be populated, but being such a large island, it had to be divided into six separate areas. Populating each area and making it prosper was the ideal opportunity to train up a novice god and as the player of this game, you adopt that daunting mantle.

This might sound like a simple task - especially for an god - but unfortunately, you are not the only divine presence on the island. The Forces of Darkness arrived several decades ago and already some of their foul minions roam the fair and pleasant lands. A speeding celestial arrow (courtesy of the infinite supply you keep in your divine quiver) is your form of attack against these demonic minions. But destroying their satanic lairs isn't so easy...

ISLAND OBSERVATIONS

This cloud castle is your base of operations. Fly it to the part of the island you want to look at, and press the button to zoom in or out.

A prosperous settlement.

The view comes at no extra charge.

POPULATION EXPLOSION!

At the beginning of each area you are graced with only two followers. Your mission as a god is first to level out the land. Then, when the hour glass at the top of the screen empties away your followers spill out of the temple and populate the land you have leveled. However, the amount of people that leave the temple is dependent on a number of factors. How large your settlement is affects their reproductive antics, along with how happy they are. The happiness of your populace is very important in this game...



GIFTS TO THE GODS

A happy population is very useful in your quest for god-like megalomania, because then they work their little socks off for you and come up with a variety of items that both astound and amaze. Included in the goodie hit parade are wheat, bread, bridges and if you're especially lucky, a form of mighty magic - but more of that later!

▲ *One of many terrifying guardians!*

▼ *The first arcade level.*

ARCADE ACTION!

Before you can start to colonise each land, our angelic hero has to take out the demonic base that has been established. After that the populating antics begin. The round ends when your people inexplicably get rather annoyed. The cause can be tracked down to another enemy base that the devilish hounds have created. You can ignore this and move on to the next level, but that's not very nice (or indeed very god-like) is it?

RICH SEZ...

I'm ashamed to say that I h ven't added Actraiser to my Super Famicom collection yet, but I fully intend to. Offering some of the superb graphics and unbelievable sonics ever, the arcade sections in this game easily make it worth the money alone. Add in a Sim City/Populous game of a similar quality (and some spine-tinglingly awesome medieval tunes to match the settlement-building) and you've got a totally unbeatable combination. It's the arcade sections that are going to be winning the awards, I think - and there's even a hidden (though it's not hidden very well!) option that enables you to play the arcade sections and forget about the strategy bits altogether! With a massive six levels to conquer there's loads of action to keep you going for a long while and it's one of those games you'll play even after it's been completed - it's that good! The Super Famicom excels again with a game that shouldn't be missed. Mind you, a lot of the game is in Japanese and to my knowledge, so check you're getting English instructions before you hand over the cash.

RICHARD LEADBETTER

▲ *Bones of the dead litter the desert.*

ROB SEZ...



As someone who intends to get one of these absolutely astounding machines, I like to make sure that the games I buy are going to give me more than just a few hours entertainment, and one of the first games I intend to grab hold of has to be Actraiser. The old saying goes "gobsmacking audiovisuals do not a good game make", but Actraiser mixes absolutely stunning graphics and sound with a game so addictive, you'll want to play it again and again. A special mention must go to the stunning movie-score-like incidental tracks which really do get the old adrenalin pumping! As Rich has said, the similarities of this to Populous and Sim City are somewhat obvious, but that's no bad thing by any means - the addition of some absolutely awesome arcade sequences only go to enhance the game further. Be warned, however - this sucker is tough, and will take a heck of a lot of practice to complete, but even so, Actraiser is a brilliant title that Super Famicom owners will go absolutely nuts over.

ROBERT SWAN



MAGICAL MYSTERIES

Sometimes your loving population give you some magic to play with. It doesn't do much while you're in "god mode", but if you enter the arcade mode armed with magic then its use becomes obvious as each acts as a kind of smart bomb. One rains deadly photons down from the sky, while another sends out deadly fire in both horizontal directions. The best must be the last power you receive. Two photon bars erupt from our hero and sweep outwards - killing everything in their path!

UPDATE

Actraiser on any other machine? No chance!

DIVINE RETRIBUTION

A number of powers are available to you for use in leveling the landscape ready for your population. Here's a quick low-down on all of them!





LIGHTNING
Used to clear the land of rocks and boulders. Unfortunately, it also blasts any of your buildings as well so be careful where you use it.





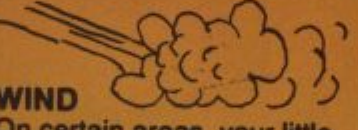
RAIN
Your minions can't build or farm on a desert. Blast that sand away with a little help from your powers of instant precipitation.





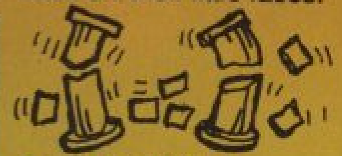
SUNSHINE
If melting ice or drying marshes are your thing, then select this power for instant success!





WIND
On certain areas, your little men build windmills. If the natural wind vanishes then they get very unhappy and crop production slows to a halt. Introduce some wind of your and put some smiles back on their little faces.





EARTHQUAKE
Only needed on one area, this small eruption connects an adjoining island to the main continent. Don't use it anywhere else as your people don't like it much.

CVG HIT

SATAN'S LITTLE HELPERS

Plenty of demonic loons lie in wait for our angelic hero. Look out for these evil monstrosities and ready your bow and arrow for some serious celestial action.



DRAGON
Lightning attacks from this evil devil blast away your minions' buildings. These guys are slightly harder than the weakling bat.



DEVIL IMPS
These demons blast the goodness out of your land with their massive fireballs. Your rain comes in handy here to repair the damage.



GIANT SKULLS
Giant skulls need a massive nine hits before they return to their own dimension of darkness. Watch out, as they ram your angel and terrorise your population!



BAT
This winged creature flies around snatching your people. One arrow disposes of this fiend.











An evil line-up...

ACT ONE, SCENE TWO

Actraiser features some of the gorgeous graphics yet seen on any home computer or console game. Each act presents the player with a completely new scene to conquer and the locations for these are as diverse as a rain forest, a desert, an icy plain, an evil pyramid and even an possessed castle! Each act gets progressively tougher - until the final confrontation with the Prince of Darkness himself!

DOCTOR ACTRAISER'S MUSICAL PHARMACY

As well as possessing some of the greatest graphics ever, Actraiser also takes the accolade of having some of the grooviest music ever incorporated into a console (or computer) game. There's a multitude of trumpets, drums and even a string quartet put to good use in the vast amount of tunes that this game has in store for you. Each tune also suits the mood and atmosphere of the graphics as well (and the confrontation tunes when you face an end-of-level boss are especially brill!). The tunes themselves sound just like the sort of music you might hear in a cheapo 50's B movie!



Owww!



Cor! Check that out!

RASTAN STRIKES BACK!

Each arcade level (there are thirteen in all) takes a form rather similar to Taito's Rastan Saga. Your god possesses a mighty statue that magically comes to life. From here, you just keep walking right disposing of the evil slime with razor-sharp, sword-slinging justice. Each level (or act, as the game calls them) has a nasty guardian at the end to dispose of.

FAMICOM

GRAPHICS	94
SOUNDS	96
PLAYABILITY	94
LASTABILITY	89
OVERALL	95

IF YOU'RE UNDER 18, PLEASE MAKE SURE THAT YOU'VE GOT THE PERMISSION OF WHOEVER PAYS THE PHONE BILL BEFORE YOU START DIALLING. CALLS ARE CHARGED AT 33P PER MINUTE (OFF PEAK) AND 44P PER MINUTE (PEAK RATE).

HOTLINES

WIN A MEGADRIVE! 0839 654 168

It's black, it's bad, but it certainly ain't mad! It's the Sega Megadrive, and it could be yours - all for the price of a phone call! Just grab that ra-prod, answer a few easy questions, and Bob could be your uncle!

WIN A PC ENGINE! 0839 654 169

What's white and well hard? No, not a fridge with a flick-knife, but that box of Japanese techno-wizardry, the PC Engine! Want one, do you? Well, you'd better get on the dog-and-bone plenty quick then, hadn't you?

WIN A GAME BOY! 0839 654 170

It's the handheld everybody wants, and now you - yes, YOU - have the chance to lay your mitts on one of these sexy beasts! If you reckon you're in with a chance, then sprint to that phone, and get dialling pronto!

WIN A SUPER FAMICOM! 0839 654 171

Everyone wants one, but we give you the chance to win one of these totally awesome consoles for the price of a phone call! So, unless you're a complete plank, kick your sister off the phone and dial that number NOW!



'Ello, 'ello, 'ello! Wot's all this then? A heaving pile of quite interesting letters fills the mailbag this month. In fact I'm so pleased with the letters you've sent in, I've decided to hand over £100 to one of you... and that one of you IS... Aonghus de Barra. If you think you've got something to say, write it down and send it to me at YOB'S MAILBAG, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. If your letter is my favourite of the month, you too could be a winner!

THE COW QUESTION

Dear YOB,
Speaking as a former regular contributor to the sacred pages of C+VG and not as a bovine (that's cows to the plebs out there) expert, I feel compelled, nay, OBLIGED to reply to Lee Piper's letter in ish 112, in which Lee uses the unusual expletive 'large bull's udder' when attempting to criticise the Super Famicom game Super Mario 4.
Dear Lee. Bulls do not have udders. Bulls do have large appendages in the same region that COWS have udders, but their purpose is quite, quite different. Remind me never to accept a glass of milk at your house.
Aonghus de Barra, Dublin
P.S I have an ST, Amiga, Megadrive and (wait for it) VCS 2600 (oooooh) and can't wait to get my hands on a Famicom 'cos I'm not afraid to admit it's better than what I've got already.
What do you put on your cornflakes in the morning, Lee?
YOB: Look, before this thing gets out of hand, I'm banning any letters relating to the nether regions of farmyard animals. So stop it. Mind you, I did know this rather fine goat who...

CH...CH... CHANGES - THE BACKLASH

Dear YOB,
I'd like to say a couple of things. First, I think that the 'new look' issue is a large improvement on the old one, but my bruv didn't think so, so I smashed his face in. I suppose it's worth getting a good magazine to losing an irritating little git of a bruvver.
Secondly, me old palleth, I wonna say is Final Fight coming out on the Amiga soon, because after seeing your lovely review in ish 112 I thought, WOW!, this game looks good. I wanna buy it.
See ya.
J Wink, Harwich, Essex
PS You'd better print this or I'll do to you wot I did to my bruvver.
YOB: What a horrible, spiteful little bottom you are. Why didn't you bring him here, then we could both have given him a sound beating?

Dear YOB,
Just thought I'd write in to congratulate you lot on your great new image. It's more colourful, bigger reviews and having two writers to review larger reviews works well. While you're doing all these brill changes what about giving more colour (and pages) to your mailbag? It's one of my fave parts of the mag, your answers to the more stupid letters are very entertaining.
Anyway, well done and keep up the good work.
Richard Little, Deeside, Clwyd
YOB: The problem with colour on the Mailbag is that some divvy Art person could muck it all up and make me look like a girl. And that wouldn't be nice for anyone concerned. Especially whoever was to blame.

DOES HE MEAN ME? JON.

Dear YOB,
Just thought I'd let you know that I've just finished reading the "new-look" issue of C+VG. It's fabbo! But I came across a mistake - what! Yes, a little mistake on page 93. A review of Magical Flying Hat on the Megadrive received a HIT and its overall percentage was only 84% - a game has to achieve 90% or more to become a C+VG HIT! Oh well, I hope I don't find any more silly mistakes, or I shall sincerely hold you responsible!
Steven Johnson, Dukinfield, Cheshire
YOB: It's not a mistake - it's the special, one-off, never to be repeated 84% HIT awarded to games that, erm, err. Ok, sorry. It won't happen again, hopefully.

POTENTIAL TALENT (SNIGGER)

Dear YOB,
I like your mag and I buy it every month. I am writing this letter to ask if you have any vacancies as I would like to be a reviewer.
Jon Linsey, Ross-on-Wye,

PS Here is a sample of my work:

SPEEDBALL II
Oh no! Not the Bitty Brothers again. They're so brilliant, first they bring out Speedball, and what a corker that was, now they bring out Speedball II.
It's one hell of a spanking good game.
I bought this game and I've not played anything else. You wham in the disk and say "Get Ready!" and yer away.
On the menu page you can select between 1 or 2 player game, demo game or replay goals.
So you thump your button for a 1 player game and have to then select match (Swan Vesta, England's Glory, very funny Ed) you have a choice between Knockout League, Cup or Practice, or you can select a 2 player game and bring your mates round so they can kick some ass.
The idea of this friendly game is to score points, but how you go about it is up to you.
The game starts by a metal ball popping out of the ground and a loud voice shouts "Get Ready!". You

rush in, grab the ball and smash the centre forward's face in while yer at it, as you mow your way up or down the pitch you pass interesting scenery, a warp gate, some bounce domes, five stars (not the group Ed). The score multiplier and electrobounce for electrofying opponents (how nice).
You approach the goal, give the ball to the keeper, tell him to say cheese, then duff him up and score.
Then that loudmouth shouts "Replay!" and you can watch and record in slow motion the keeper being pulverised.
Then it's "Get Ready!" and away we go "uff!" "uff!" "AGGG!" and provided Brutal Deluxe have been to see Gym to build up their attributes, then it won't be long before the opponents are being flattened and become part of the architecture.
When a bloke is killed or injured on come the Robo Docs to scrape him up and someone in the audience shouts "Ice cream, Ice cream!" to try and be funny.
As you build up your team you become stronger and can work your way to the top.
So there yer have it. If you haven't got this game, why not! Get out there and buy it, if you have got this game, stop reading this rubbish and get playing it now.
The Bitty Brothers did not write this wicked game to collect dust on the shelf.
YOB: Points To Remember When Writing A Review Vol. 6324 - try and use proper English whenever possible, steer away from masses and masses of two-line paragraphs, and NEVER, NEVER include your own "comments by the Ed". Especially when they're rubbish. Oh yeah, and while you're at it, make sure you know what you're talking about - after all, why would a member of the audience be shouting about ice-creams? Don't you find it a bit more plausible, the game being set in a sports stadium, that it's supposed to be a man selling ice-creams, and not "trying to be funny"?

UNEMPLOYED SOUTHENER HAHA! THAT MAKES A CHANGE!

GIZZA A JOB. I CAN DO THAT.. HONEST I CAN...



FROM OUR WAR CORRE-SPONDENT

Dear YOB,
Still standin'! You may be surprised, but the biggest C+VG fan in the Middle East is back, even in times of war! Just thought I'd write something during these times of hardship, to see if you're all OK.
How are you? Believe me, air-raid sirens are really naff. I mean, I'd never heard one until two weeks ago, and it's not very nice. Fortunately, my home town of Haifa is still the same - peaceful, safe and fun. We've had two weeks without school, so I used the time to force my Amiga into playing those Xmas "hits" non-stop. Total Recall is awful! Robocop 2 is fine, but Golden Axe and Elvira (from Horrorsoft) really shine.
The weather here is so... British! Non-stop rain and grey clouds constantly cluttering the sky. What a change! When I'm not torturing the Amiga, I'm watching TV - oh! Here's Norman again! I don't want to sound like a war-lover but I can't say I'm in love with Iraq, either. Let 'em have it, fellas!
So, when will Spectrum Holobyte license Desert Storm? Is Bill Stealey bombing Baghdad? When will Taito release Operation Nuke The Republican Guard? Did Microprose sell the secrets of M1 Tank Platoon to Iraq? Where is my Feb C+VG? Am I going nuts? Nobody knew, nobody cared...
Let's hope my next letter be much more peaceful, and many, many greetings to all Allied Forces who are doing a great job in the Gulf! May they all return safely!
Yours Always
Lior Meiny, Haifa, Israel
PS I've heard Pretty Patriot hit Slimeball Scud, and it sounds more like "KRRRNNGGG" than the classic "BOOM!". We've been cheated!
YOB: Wars are stupid things, aren't they? I think that the best way to sort out your differences is to sit in a big room and eat lots of toffee apples, and the winner is the one who isn't sick all over the floor.

MOANING MEGADRIVER

Dear YOB,
Recently I purchased a Sega Megadrive. The reason for buying this console to any other was it's claims for arcade-quality graphics. Although from what I've seen of the reviews (in your excellent mag) of the carts available I have been a tad disappointed. For example:
Hard Drivin': 52%
Shadow Dancer: 63%
Gain Ground: 49%
Sword of Sodan: 57%
Wonderboy III: 67%
Dangerous Seed: 50%
Shall I go on? Where's all that arcade quality gone?
Yours, a depressed Megadrive owner.
Jon-James Harrison
YOB: Waddyamean, where's all the arcade quality? Aren't you forgetting the likes of John Madden, Strider, Rambo III, Super Monaco GP, E-SWAT, Super Shinobi, and so on and so forth? I suggest you go and boil your head before making silly comments like that, you wibbly sort of person.

RHYME TIME

Dear YOB,
I have made up some rhymes about the C+VG staff:
There was a bloke called Rignall,
Who wore hooded Pringles,
He roams the streets at night,
Never doing what's right,
To policemen he gives rude signals.
There was a lad called Paul Glancey,
Who purchased new specs, very fancy,
They're very round,
They cost seventy-five pounds,
Oh my God, what a pansy.
There was a prune called Leadbetter,
Who received a poison-pen letter,
It said "Give me a thousand quid,
Or I'll cook you like a squid",
Rick ignored it and bought an English Setter.
Good, eh? Did you know that Robert Swan is an anagram of TEN RAW ROBS?
Right, now let's get this straight. I spent 3 hours thinking those poetic pieces up so please reward me with some software for my Amiga, i.e. Rick Dangerous 2 or Pang.
Allan Brownie, Aberdeen
PS Are you a mince pie?

**YOB: Brownie, a pitiful Jock,
Had a brain akin to a rock,
He sent in some poems,
That made my mouth foam,
'Cos they were an absolute crock.**

PIRACY REVISITED

Dear YOB,
If people who sell pirate games are criminals then what are the people who make and sell originals? They sell a disk in a big box full of useless pictures and stuff and charge twenty-five pounds for it. Tell me how much it would cost for an original to be made. My guess is about 3; that's a profit of around 22. If this isn't criminal, what is?
If you buy a pirate game and don't like it you have only wasted a few pounds, whereas if you buy the original and don't like it you have wasted over twenty quid.
I think a lot more original games would be sold if the totally idiotic price tag was cut. I don't see why a disk should cost nearly double the price of a tape and I don't see why they expect people to buy originals instead of paying an eighth of the price and getting a pirate.
Thomas Sharkey, Glasgow
YOB: I've had to listen to some pea-brained numbskulls in my time, but this takes the chocolate Hob-Nobs. Answer me this simple question, poo-for-sense; if everybody bought pirate games and no-one bought originals, who would make the originals that are being pirated? I'll tell you who - no-one. So there'd be no games at all. And that's why your argument is dead before it even comes to life.



PC GEZ

Dear YOB,
You will be pleased to know that I have stopped gibbering and regained my sanity. My psycho-monk mates have ceased their mad, maniacal, moo-ha-ha'ing rituals and succumbed to the fatal plague of "Towno" which is sweeping the teenage part of the nation. Anyway, some questions.
1. My Amstrad PC (640K) has got a dead-slow 8086 chip, processor, CPU, thingy in it but how many MHz is it?
2. How much would a fast CPU, processor thingy (286, 386) cost?
3. You said in a preview of Golden Axe in ish 108 that you could get it on the PC - can you?
4. Someone I know has a Lynx. He reckons it's 16 bit - I don't. Is it?
5. Are you a Towno? I.e. hang around Manchester City Centre wearing flared jeans and a Happy Mondays T-shirt and acting "dead 'ard"?
Gez the sane Dude who exterminates Townos, Cheshire
YOB: Just to prove I'm not as stupid as people think, here are some answers...
1. Probably somewhere between 4 MHz and 6 MHz
2. You'd have to scrap your 1640 and buy a whole new machine if you wanted a faster processor.
3. It's coming.
4. It's an 8 bit processor (a 6502C actually), so you can beat your mate about the head and neck with that undeniable fact.
5. That's too stupid a question for a clever bloke like me to answer.



THE ARCADE MAN

Dear YOB,
When I was seventeen I found that after making the transition from student to working adult I had spare cash. Lots of it, it seemed to me. Around the same time (1988) I found that all the classic video games which I had loved so dearly in my early teens were disappearing. There were no more Asteroids or Battlezones with which to mis-spend my youth. No more Stargates, Robotrons or Sinistars to blast out sound from the corner of the arcade. My passion was ending, so I thought.
But one day on the way to Lewisham I saw a fairground in South-East London and promptly parked the car. In it I saw an Atari Asteroids, one of the most original, playable games ever made.
It was just before my father's birthday and so with a little negotiation, I bought the machine for one hundred pounds and gave it to my father as a house present.
It has now been in the house for three years and has been partnered by other classic video games including Stargate, Defender, Star Wars, Missile Command, Tempest etc.
I am now heavily involved in maintenance, repair, buying and selling of old machines. I have gathered thousands of pages of literature on all early video games and hundreds of hard-to-find parts for machines from Space Invaders to Return of the Jedi.
I feel very strongly that those in the amusement industry have almost no concern for the wiping out of these popular games, and in fact only make matters worse by smashing machine as soon as they get old. I now feel that because games of this age are few and far between, something should be done to keep machine from the golden age of video games alive and well for a long time to come.
Therefore I have decided to set up an organisation to cater to the needs of anyone who has an old machine in their house or garage. It will provide on-site repairs, technical info, information on where to get spare parts and any game secrets that exist for the game. If anyone is interested in joining or helping out with a friendly, helpful organisation they should write to me at this address.
Charles Messenger, 27 Berrylands Road, Surbiton, Surrey KT5 8QX
YOB: Sounds like a good idea - very handy for people like our Jazza who champs at the bit whenever he sees a green-screened relic of those bygone days of yesterdecade!

CHOC SHAKE-UP

Dear YOB,
Please print this letter because I can then show off at school, and like many other Megadrive owners, want to know the following:
1. When will a wrestling game, hopefully Main Event, be available on the Megadrive?
2. When will Final Fight be out on the Megadrive after the fabulous Super Famicom conversion?
3. When is Turtle (arcade) going to be out on the Megadrive, because it's brill?
Finally, a warning to all computer owners. I think they are going to die off. Look what's come out: Megadrive, Famicom, PC Engine, etc, and computers can't touch the quality of their games.
Choc-Shake (Jiggs), W Houghton, Bolton
PS I would rather have a pint of real ale than an ST or Amiga.
PPS Your mag is mega.
YOB: I'm not going to answer your questions cos you're just being a silly person. What is the point of the "My console is better than your computer" babyish arguments which have cropped up lately - can't you just be happy with what you've got? Deary me.



TOP TEN

Dear YOB,
Here are ten things I think happen to every computer owner:
1. Buying games on holiday and when brought home realise instructions are in a foreign language.
2. Gran buys educational software (for the wrong computer).
3. You lose the manual just when you need it.
4. Your sister records New Kids On The Block over your favourite game.
5. Your sister doesn't let you plug your modulator into the TV when Brookside is on.
6. Your parents say, "I thought you wanted a computer for homework!", after you ask for money for a new game.
7. The phone rings when the answering machine is switched off, you're all alone in the house and you have the highest score ever on a game with no pause feature.
8. Your father wants a shot at the computer just when you have loaded a strip poker game.
9. Your friends come to your home, brake the joystick, finger the screen and don't leave till 2 in the morning.
10. Your brother spills tea all over your favourite C+VG mags.
Michael Raz, Pollokshields, Glasgow
YOB: Here are ten things to do with a frying pan:
1 to 9. Hit someone over the head with it.
10. Cook some bacon.

BRAIN-FREE ZONE

Dear YOB,
If you don't print my letter I'll get my best friend Bruce Lee to smash your brains in (if any) (**Hark at who's talking - YOB**) with my next-door neighbour's crappy Amstrad tape 464 64K computer.
Anyway, to business. I am thinking of getting a computer for my birthday. Would you recommend the new Amstrad 6128 disc and cartridge or the Commodore Amiga 500 Screen Gems. And which computer game would you recommend on disc for Amstrad?
Richard Murphy, Nottingham
PS If you write anything insulting me I will have you sued by my Dad.
YOB: I'm saying nothing. I'm laughing though.





The strange odour in the air indicated the presence of the CVG challengers. Enter the deformed presence of Richard Leadbetter (smug in the knowledge that he owned a Famicom and the non-CVG journos didn't - bah!) and the equally ludicrous newly-mohicaned Julian Rignall (another Super Famicom owner - not that this was going to help him).

THE GAMES

I selected two games for my tournament. First off, Super Mario World - probably the best platform game in the world. If the contest was to be a fair one, then surely the vomit-inducing Rignall must be thoroughly trounced on his own favourite game (and I was looking forward to that, believe me...).

Secondly, I chose (for my own personal reasons) the extreme violence of Final Fight - the latest and greatest beat 'em up. When the cart had first arrived, I had witnessed (with much amusement) the complete ineptitude of the CVG staff on this game, and I awaited the encore with mounting pleasure. Ha!

THE CVG REVIEWERS' CHALLENGE

In my quest to find the ultimate games player (and destroy the grotesque egos of the repellent CVG reviewers into the bargain), I turned my attentions to the ultimate games machine - the Super Famicom. Surely the superior games offered by this hi-tech system could annihilate any vestige of gamesplaying ability offered by the miserable CVG crew. I gathered the participants of my challenge together. Victory was certain!

THE CHALLENGERS

In order to cause maximum humiliation to the mentally retarded CVG reviewers, I drew from the experience of computer journos far and wide (you readers will have your chance next month). First of all, Sinclair User's Steve Keen. Many was the time I saw him playing truant from his rubber-keyed Spectrum, gaining vital gameplay experience on the Famicom, Amiga and Megadrive. Next up, Paul Rand. Surely an ex-CVG reviewer could annihilate the present bunch of incompetents. MEAN MACHINES' Matt Regan was my third participant - and the less said about him the better.

GAME ONE: SUPER MARIO WORLD

The shambling mess of Richard Leadbetter's massively flicked hair reached the Famicom first - he arrived a few seconds later. To try and even things up, I decided that because of all the points cheats known to this imbecile (and the Rignall creature too), the winner of the round would be the person who could complete as many rounds as possible in ten minutes.

Repellent Rich (even the flies keep away from him) started his game, and whizzed through the first five levels with ease - in less than six minutes - arrrgghh! However, seconds later a loud fart from flatulent reviewer Rob Swan put him off and Witham's top phone-box sex fiend lost two lives in close succession, and as a consequence only completed six levels before his time was up! A pathetic showing with only a miserable 138,270 points to show for it. I was beginning to enjoy this...

Next up was Steve, who only now revealed to me that he'd never played the game before! Doh! I watched with growing contempt as Steve lost five lives at 15 second intervals. His

complete lack of joystick skills amazed even me, and after ten minutes the flaccid fool had only completed two screens and scored a drooping 13,240 points.

Things didn't improve that much when Matt Regan first reached the Super Famicom. He lost his first life in a record-breaking nine seconds! Stunned into silence by the boy blunder's bumbling incompetence I awaited his next move. Rich, meanwhile, wasted no time by feeding Matt his own form of verbal intimidation. A vicious kick from my special stomping boots reduced the limp one to a wobbling mess. Matt eventually leveled with retarded Richard with six completed rounds to his credit. But his score was two thousand points higher - meaning that Matt took the lead. Ha!

Rignall arrived next; the stranged-locked one oozing his own inimitiable brand of confidence. To my immense annoyance he completed round one in 48 seconds! This speed continued way past the first end-of-world castle. Indeed, he had smashed Matt's record by the seven-and-a-half minute stage and went on to complete eight rounds complete and score a gargantuan score of 168,640.

So-called Paul "Randy" Rand tried in vain to catch up with Rignall, but unfortunately his performance was not quite good enough and came second with 154,760. Small consolation, I know, but the next round would sort out the men from the pigeon droppings.

GAME ONE: SADIE'S SUMMARY

Hmmm. Jazza didn't suffer the humiliation I had planned for him, but I didn't care - it's a well-known fact he's crap at Final Fight. If Paul could beat him, then victory would be his. Shame about Steve - I had high hopes for him. The crestfallen, hunched form of Richard Leadbetter made my day - coming fourth out of five participants is a completely miserable showing whatever way you look at it! I was looking forward to making his humiliation complete in the next round.



Mario madness - Rignall may have walked it, but at least that Leadbetter thing took a stuffing!

GAME TWO: FINAL FIGHT

I like Final Fight. I like it a lot - mainly because one of the characters you mercilessly thrash to oblivion looks a lot like Robert "Crippy" Swan, and I also admire two of the game's characters, Poison and Roxette for their formidable fighting skills. Their double-legged stilletto kick to the groin is one I must learn...

Once again, the odious Dick Bedwetter took the seat first. He seemed to have recovered from the shame of his thrashing on Super Mario and oozed a particularly slimy form of confidence. I don't want to dwell on this. He finished his credit with a massive 888,030!

Rignall took the seat next and I anticipated a swift (but very painful) demise to his mindless antics. I wasn't to be disappointed. He lost several lives during the course of his game - and at one stage even set himself on fire! A knife in



Hmm, if only Rignall was in there instead - wishful thinking, I suppose...

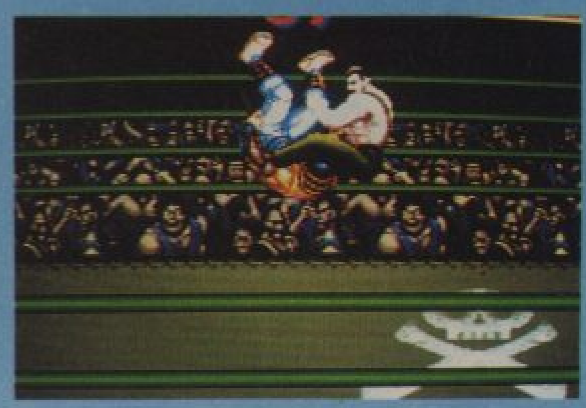
the face robbed him of his next life whilst a limp-wristed, pink leotard-wearing character took the next! Eventually the end-of-level boss in round two destroyed his last efforts leaving him with a flaccid 340,140!

Blubber-boy Regan arrived next, bemoaning the fact that he was "crap" and "had hardly played it". A quick prod from my electrified cattle prod spurred him into action. Damnd, the first end-of-level boss, managed to extract two lives from the flabby MEAN MACHINES man - I was beginning to despair. Could anyone catch up with Rich's score? I hoped so - for his sake... Obviously the drooling, stunted form of Mr Regan wasn't quite good enough. He finished his credit with a gibbering 321,090. He just didn't rise to the occassion, which probably explains his disappointing performance.

I didn't have much hope for Steve, especially when the smug Richard arrived to teach him how to play the game! The less said about his incompetent performance the better. Still, to his credit the 331,711 score did beat Matt's dull performance. The inane leer in Richard's hideous features still fresh in my mind, I banished Steve back to the Sinclair User office, never to be seen again.

Could Randy save the day? If he could pummel Richard's score then the championship would be his. Unfortunately, it turned out that he'd never played the game before, either! Using my techniques for kicking someone's head in, Paul managed to achieve a creditable 346,260! This made him take second place again - completely annihilating both Julian and Richard's claim to the championship! Chuckle, chuckle, chuckle.

The amount of people I'd want to beat with a lead pipe is no-one's guess - especially that Regan cretin...



GAME TWO: SADIE'S SUMMARY

Another CVG reviewer wins the round. Arrgghhh! Not to worry though, I'd gain my revenge one day... one day... A nice showing from Paul, though. Coming second in as many rounds isn't bad for someone who'd never even clapped eyes on a Super Famicom before. Steve and Matt's complete incompetence disgusted me. I would have to sort them out later.

SADIE'S SCOREBOARD

	ROUND ONE SUPER MARIO	ROUND TWO FINAL FIGHT	TOTAL SCORE
JULIAN	10	6	16
PAUL	8	8	16
RICHARD	4	10	14
MATT	6	0	6
STEVE	0	4	4

THE FINAL STANDINGS

Bah! There's nothing worse than a score draw! Thankfully, Rignall didn't win outright - only the good all-round skill of Paul Rand got in his way. I considered staging a sudden death play-off between the two players (with the emphasis on the "sudden death" if Randy cocked it up), but thought against it. I could wait another month for another challenge, and this time I would be victorious!



HIGH SCORES



All right you so-called "Score Kings", this is the place where I print the records to beat! If you've got more points than an exceptionally well-endowed porcupine, write your records on the coupon on the next page (or a postcard if you haven't got any scissors) and send them to: SCORE WITH SADIE, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

Sadie

AMIGA

No responses to my Speedball 2 challenge yet - obviously you limp-wristed Amiga owners haven't got the balls. Thankfully, not one C+VG reviewer remains in this chart, so it's good news there. What isn't quite so inviting is the prospect of a certain Richard Leadbetter beating that Lotus score. He's been "practising", so beware.

PANG 878,400
Victor Holm, Denmark
GOLDEN AXE 290.5
Alan Bates, Portsmouth
LOTUS ESPRIT TURBO CHALLENGE 227
Hans Rysgard, Denmark
MIDNIGHT RESISTANCE 50,450
Daniel Lewis, Sheffield
POWERMONGER 96 WORLDS CONQUERED
Jaco Van Rijn, Holland.

ST

Yawn! Lotus, Lotus and more flippin' Lotus! Bo-ooo-ring! If I didn't know better, I'd say that you ST scoremeisters have all the scoring power of a dozing rhinoceros! Gimme scores for Speedball 2 to be getting on with, or in fact anything that doesn't have shiny red sports cars in it. No excuses! Do it!

SUPER OFF ROAD 3,330,000
Stewart Thorne, Clacton, Essex
LOTUS ESPRIT TURBO CHALLENGE 300 (on HARD level)
David Irving, Sheffield
JAMES POND 9,169,410
Nathan Browning, Peterborough
POWERMONGER COMPLETED
Tristan Hanlon, Hants

C64

Looks like you limp-wristed C64 owners have taken the month off. Have you bought a new game lately? Perhaps you're ashamed of your complete ineptitude when it comes to playing games. Don't worry about this - the whole C+VG crew face that shame every day of their lives. Get scoring and get sending!

KLAX 1,487,225
Richard E Smith, Coventry
SPECIAL CRIMINAL INVESTIGATIONS 399,600
Kristopher Newton, Sussex
SWIV 67,000 (Solo - Helicopter)
Rob Swan, CVG
NARC 944,350
Stephen Blunt, Plymouth, Devon
TURRICAN II 3,501,800
S J Bambridge, Norwich, Norfolk

SPECTRUM

Finding a Spectrum high scorer is rather like trying to locate the Yeti if this month's rather lack-lustre mail sack is anything to go by. Some movement with the popular games, but nothing outstanding at all. Have you all taken up train spotting, or what?

NARC 154,400
Paul Bowyer, Reading, Berks
ROBOCOP II 190,490
Scot Andrews, Mid Glamorgan, South Wales
PANG 650,600
Daniel Creser, Northampton
STRIDER II 241,570
Anthony Hutchinson, Exmouth, Devon
TEENAGE MUTANT HERO TURTLES 990,999
Ronnie Brown, Cardonald, Glasgow

AMSTRAD

Look, we all know that there aren't that many decent games being released of late, but that doesn't mean you shouldn't unearth a good classic and send in a gargantuan score. As regular readers know, it takes a lot to impress my score-weary eyes. If you reckon you're "up to the job", send in a score - if you dare!

HAMMERFIST 11,352
F Sheikh, Ilford, Essex
SUPER CARS Scott McCulloch, Ayrshire, Scotland
Benjamin King, Gwynned
MIDNIGHT RESISTANCE 27,440
Leon Phipps, Clwyd
THE SPY WHO LOVED ME 31,500
James Davis, Isleworth, Middlesex

SEGA

There's plenty of classic Sega carts around to get scoring on, but it looks as though I'm going to have to embark on a three year period of hibernation before you lot get your act together. Send in your scores for Mickey Mouse, Gauntlet and Speedball NOW!

CHASE HQ 3,135,600
Graham Lapworth, Birmingham
COLUMNS 385,610
Trevor Wooding, Ilford

BATTLE OUTRUN Alex Charles, Luton	LEVEL 8
R-TYPE Trevor Wooding, Ilford	1,160,400

MEGADRIVE

Ha! After last month's Hellfire excitement, things have cooled down somewhat on the Megadrive front. An all-new (but slightly suspect) Mickey Mouse score props up my chart, though that John Madden score shouldn't really be there now, should it? Come on! Score on Gynoug or Elemental Master and make my day...

HELLFIRE Karl Moore, Edgbaston	4,129,460
JOHN MADDEN'S FOOTBALL Mark Davies, Manchester	140 - 6
MICKEY MOUSE Mark Davies, Manchester	402,400
SHADOW DANCER Lee Johnson, Tooting	1,605,200
STRIDER Mark Davies, Manchester	481,800

NINTENDO

Ha! The demise of rancid Richard's MegaMan 2 score made my day - and about time too! Otherwise, not too much of note going on in the Nintendo charts... and that means trouble! Well, what it actually means is a possible onslaught from the grotesque C+VG reviewers. Make sure it doesn't happen.

BATMAN Edward Roberts, Suffolk	8,796,500
DOUBLE DRAGON II Karl Bryning, Heywood, Lancs	40,200
MEGA MAN 2 John Rogerson, Preston	COMPLETED
ROBOCOP Edward Rodrett, Edgerton, Huddersfield	118,236
TEENAGE MUTANT HERO TURTLES Paul Barnes, Preston	1,026,400

GAME BOY

Well, now I've seen it all. Naff all going on in the handheld highscore stakes! Obviously the absurdly simple task of doing well in a Game Boy game is a bit too much for your tiny intellects. Pull your socks (and your trousers) up and get back to some handheld frolics of the Gameboy variety!

BATMAN Matarrese Francesco, Italy	791,350
CHASE HQ Daniel Mardell, Hadleigh	1,889,829
FORTRESS OF FEAR Jefferson Lee-Paul Boss, Huntingdon	39,550
PAPERBOY Jefferson Lee-Paul Boss, Huntingdon	68,850 (Saturday)
REVENGE OF THE GATOR Alex Farrell, London	635,550

PC ENGINE

Arrgghhh! Boredom rules OK as far as the PC Engine highscore table goes. Are you joypad demons allergic to scoring? I don't know. Maybe the mystery will be solved by next month. For your sakes, I hope so.

DEVIL CRASH Ken Howes, Houghton-Le-Spring	408,440,000
SPLATTERHOUSE Carl Hovland, Middle Hill, Surrey	223,800
AFTERBURNER Mark Goodwin, Ilford, Essex	4,558,300

SUPER FAMICOM

I felt true pain as this very day when I watched the hideous Julian Rignall gain a massive 9,999,990 points on Super Mario World - in the space of ten minutes! A dirty trick carried off that particular "achievement"!

F-ZERO Terry McPherson, Somewheresville	60,120
FINAL FIGHT Terry McPherson, Dunno-on-Sea	3,369,270
GRADIUS III Robert Swan, C+VG	883,820
PILOTWINGS Paul Glancey, C+VG	LEVEL 8 (CODE 760357)
SUPER MARIO WORLD Julian Rignall, C+VG	9,999,990

ARCADES

Plenty of Pitfighter scores this month - all off them around the 2,000,000 mark. You'll have to do better than that to catch up with Rignall's creditable 3,001,000 (that hurt, believe me).

BLASTEROIDS Ernie Nelson (ERN), County Antrim, Northern Ireland	7,225,370
G-LOC Scott Cowley, Bournemouth	904,340
MEGA TWINS Mishaal Haddad, Leatherhead, Surrey	520,440
PIT FIGHTER Julian Rignall, CVG	3,001,000
RACE DRIVIN' Adrian Edwards, Pinner, Middx	43,110

Score with Sadie

Right, wimpos, you know the drill - every month (except the last two months it seems - harumph!) CVG will be throwing down the gauntlet to all of you weaklings. If you think you're hot stuff, fill out the details on the form below - if your scores are good enough, they'll be printed in the Highscore Table, and if they're totally amazing, you could be in with the chance to go up against the laughable likes of Julian Rignall, Paul Glancey, Robert Swan or Richard Leadbetter - cretinous fools that they are!

DEAR SADIE,

I THINK I'M GREAT - MUCH BETTER THAN THOSE C+VG CRETINS ANYWAY - SO HERE ARE MY HIGHSCORES...

GAME.................................SCORE ....

GAME.................................SCORE ....

GAME.................................SCORE ....

NAME:...

ADDRESS:..

....



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AND TOY STORES

REVIEW

MASTER SYSTEM £29.99

BY MIRRORSOFT

Fast forward to the future. Conventional sports of all description have been replaced by one single game. One game that combines the energy, excitement, skill, expertise and all-out violence of true sport. This game is Speedball.

The action is displayed on an vertically scrolling playfield with a goal at either end. Two teams assemble for the game and the aim is simplicity itself. Each end of the pitch has a goal tucked into the metallic walls and the two teams must score goals past the opposing 'keeper.

But in order to spice the game up and encourage the competitive spirit, the game's organisers have come up with a number of extras to spice up the midfield action...





SPEEDBALL SKILLS

Each player has the ability to barge other players about. But then, Speedball is a very violent game and all this barging malarkey is used to gain possession of the ball. Holding down the fire button for different amounts of time also dictates how high the player throws the ball. Simple passes require only a short stab of the button, whilst long throws require a longer press.



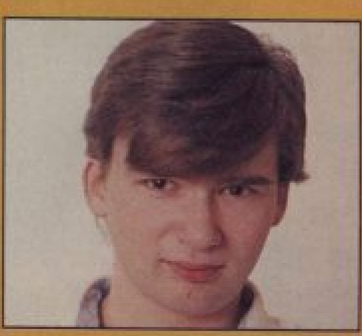
▲ *What are you waiting for?*

PLAYER 2 SELECT



EXIT
BRIBE OFFICIAL 2
EXTRA STAMINA 3
BRIBE TIMER 3
EXTRA SKILL 4
REDUCE STAMINA 4

RICH SEZ...

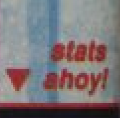


Speedball isn't bad at all. Best played in two-player mode it offers fast and furious action the like of which isn't seen too often on the Master System. All the fun of strutting over to the opposing 'keeper, cuffing him around the chops and then scoring is here for the taking! The graphics aren't bad at all with a suitably "hard" metallic pitch (and matching sprites), though the effect is weakened slightly by the jerky scrolling. However the sound is barely average. The tunes are a tad on the tedious side and the effects don't really catch the atmosphere of a high-thrill, excitement-laden game at all. Our colleagues at MEAN MACHINES thought it was a bit simple in one-player mode when they reviewed it, and Mirrorsoft have listened to their their criticisms and strengthened up the opposing teams. Have a look by all means.

RICHARD LEADBETTER

CHOOSE YOUR TEAM

There are three Speedball teams to choose from before the violent action begins proper. Each team has different stats which affect the players' performance in the game. Our advice is to go for the mysterious masked Darth Vader-alike in the centre. His team has a full 100 points more power than the others - and more power is a welcome advantage in Speedball!



stats ▼ *ahoy!*







TEAM	LACERTA	TEAM	DRACO
CAPT	CONROY	CAPT	VERIK
HEIGHT	1.92M	HEIGHT	2.08M
WEIGHT	86KG	WEIGHT	77KG
STAM	035	STAM	035
POWER	200	POWER	100
SKILL	195	SKILL	225



TWO-PLAYER BALLS

Speedball is best appreciated in two-player mode. Unfortunately, the game isn't reliant on pure skill because there's a special advantage in using joypad one! This means you get to choose the best team and you also head up the pitch - far more advantageous for potential goal scorers!

▲ *They're even at half-time...*

UPDATE

Speedball is available now on the ST and Amiga under Mirrorsoft's Mirror Image label for a paltry £9.99! There's also a C64 version out on the Imageworks label which isn't bad at all. The game's sequel has also been released on the ST and Amiga (which recently received a massive 95% and 97% respectively)!

▲ *The warp tunnel in all its glory!*

PAUL SEZ...

Sorry, but I didn't go for Speedball at all. The first impression created by the Amiga-like opening screens had my hopes raised, but the sprites in the game are pretty disappointing and aren't particularly well animated either. The actual gameplay didn't really grab me either just because it's so simplistic. There are hardly any tactics required apart from charging towards the opposition's goal, bashing the players out of the way - and even that isn't as much fun as you'd expect, because the fighting players seem to get stuck together and the unclear graphics make the fight for the ball even more confused. At least on the Master System Speedball has originality on its side, but there are several more interesting Sega games coming onto the shelves at the moment, so if I was a Sega owner (which I am, actually), I'd go for Impossible Mission or Gauntlet rather than Speedball. Ardent sports fans may feel differently, but I don't think this will convert others.

PAUL GLANCEY

MONEY, MONEY, MONEY!

Tokens litter the Speedball pitch and these can be used at the end of each game to buy extra time, extra stamina or extra power. More money buys more sneaky options, like the opportunity to decrease your opponent's skills, or bribe the referee into cancelling all their goals!

▼ *A worthy save...*

SEGA

GRAPHICS	80
SOUNDS	40
PLAYABILITY	81
LASTABILITY	79
OVERALL	80



Four levels of difficulty will help you to learn quickly - and optional autopilot landings will allow you to concentrate on airborne action. The controls are simple, effective, and easy to remember. It is a great flight sim for beginners and experts alike.



Fly missions in any of six real world arenas from the Persian Gulf to Vietnam, Central Europe to the Middle East and the North Cape to North Africa, giving you a total flying area of nearly half a million square miles.
Each area contains hundreds of missions and each mission will differ depending on your chosen tactics, even if you fly it twice!

IBM PC & Amiga screen shots



An amazing ten viewpoints give you the opportunity to view the fast flowing 3-D environment from virtually anywhere around your plane - and a unique "Director" option can be used to automatically change the view for you, so that you're always looking right at the centre of the action.



The newest smart weaponry and laser-guided armaments are primed for launch - it's your job to make sure that you're in the right place at the right time, and avoiding the constant enemy attack being thrown at you.



Enemy pilots and missile crews act and react intelligently and quickly. Success depends on making the right moves - and making them fast. F15 Strike Eagle II puts you in the hottest seat of them all - Take a look for yourself.

F15 STRIKE EAG... II

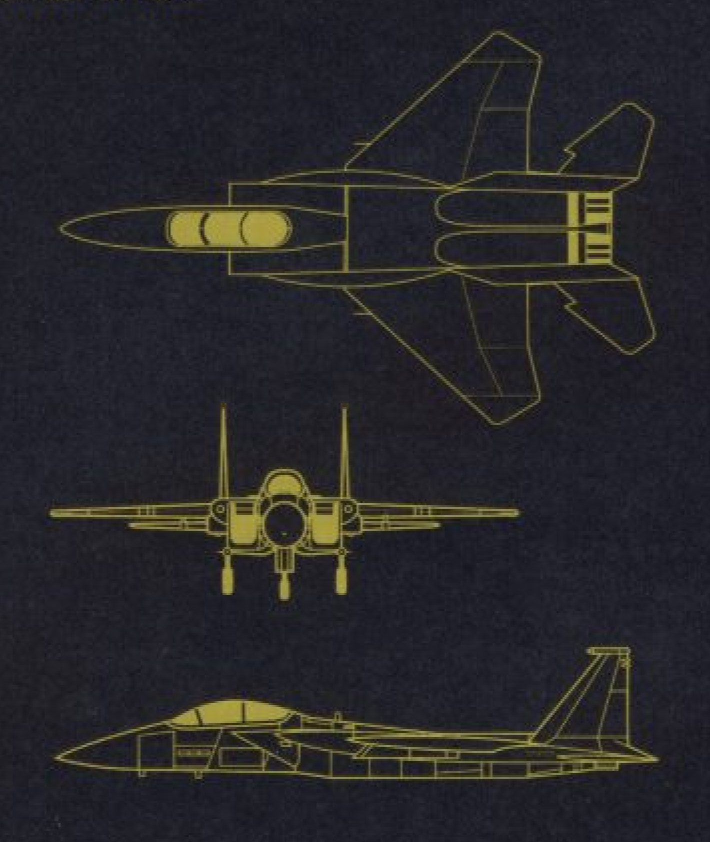
F15 Strike Eagle II follows F19 and Gunship into the front line. The latest and gr

AIR SUPERIORITY

The F15 Strike Eagle is the latest in a long line of F15 Eagles, whose development began in the mid '60s. Originally conceived as an ultra-powerful, ultra-fast air-superiority fighter, the design has developed into an air-superiority fighter with ground-attack capabilities.

The F15 Strike Eagle is one of the fastest, most manoeuvrable, and most powerful military aircraft in the world. It has the capacity to carry the latest air-to-air and air-to-ground armament in addition to its 20mm cannon.

The latest version of the Strike Eagle is equipped with a sophisticated zoom FLIR/TV/Laser target tracking system that allows the pilot to see close up views (either TV or thermal) of the target at all times.



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NINTENDO **£34.95**

BY ACTIVISION

Rad Gravity is a peculiar bloke. Travelling around the cosmos armed only with a particularly lethal hairstyle, his mission in life is simple. For every planet that he visits in his intergalactic travels, he finds numbers. But these aren't boring numbers (Rad can probably come up with plenty of these without the need for cosmic travel), in fact they're very important as these numbers are the beaming-down co-ordinates for neighbouring planets. Unfortunately, these numbers are jealously guarded by the planet's inhabitants and being a very private lot, they don't fancy a visit from Rad much at all.

When Rad beams down to a planet the view changes to a multi-directional scrolling platform playing area. Here the aim is simple. Using the amazing equipment on offer to co-ordinate collecting superheroes he blasts away the marauding aliens ever on the lookout for the elusive co-ordinates.

After these have been safely stashed in his ship's computer, Rad beams back to his interstellar steed and sets off for a new world where more daring adventures await...

The Adventures of RAD GRAVITY

▼ A quick scout ard

▼ Chill m

UPDATE

It doesn't look as if Rad Gravity will be touching down on any other system apart from the NES.

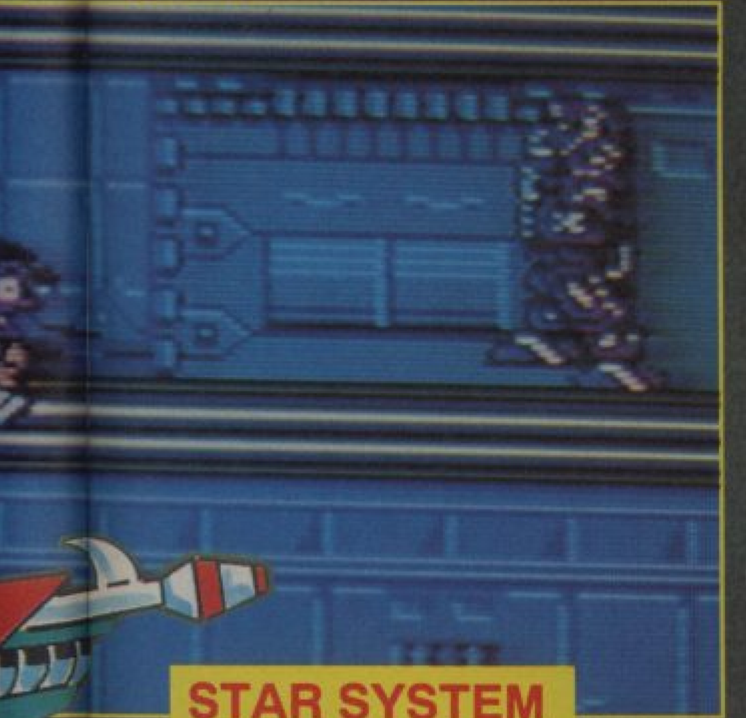
RAD GRAVITY TOOLKIT

Rad starts the game with only two items to his credit. First off is his communications unit. When Rad is a bit low on energy, the communications unit beams him back to his trusty ship where he is revived with more energy. Rad also keeps his death-o-matic zapstick ever at the ready, so any repellent alien slime can be clobbered back into oblivion. As Rad progresses through the game, he finds plenty of extra equipment to add to his collection. This includes a zapgun (which is just the ticket for long-range alien blasting) and a new spacesuit!


▲ Cunning Rad fools the aliens.

◀ Take a quick butcher's at Rad's inventory.

ut around the complex...



▼ Rad cruises around the cosmos...



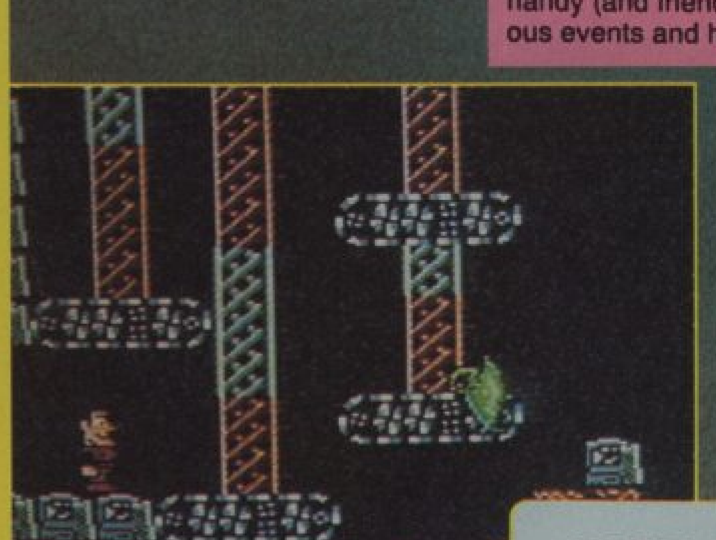
INTERSTELLAR CRUISING

Rad starts out each mission inside his super deluxe space cruiser. Though the conditions are cramped, his craft is capable of travelling the phenomenal distances between each star system. The main viewer shows Rad's current position in space while the eyepiece to the right gives a Rad a scenic view of the whole star cluster. The viewer also has a handy (and friendly) habit of keeping Rad informed of various events and handing out information when it's needed.

STAR SYSTEM SKILLS

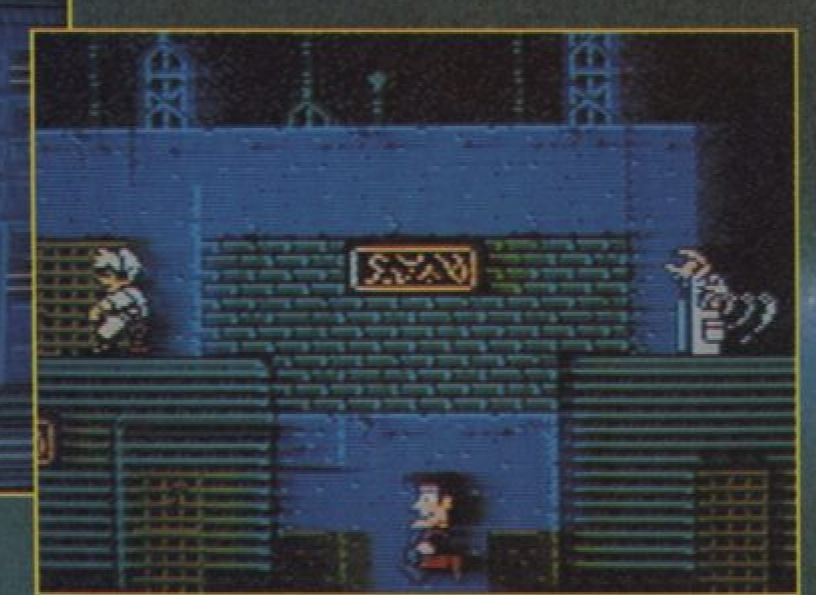
There are over ten worlds to discover before Rad believes he's got enough numbers in his collection. These worlds are spread over three star systems. Rad starts off his zany adventures in Cyberia, where a huge downpour of alien robots seek to ensure Rad's quick demise. At the beginning of the game, three star systems are found on Rad's map (Cyberia, Volcania, and Effluvia). Unfortunately, where Rad can actually beam down to is dictated by the co-ordinates he's collected and he only starts the game with one number!

Chill out man!



▲ A new world awaits...





▲ A Robo-menace threatens our Rad.

liens...

RICH SEZ...



NES owners are spoilt for choice when it comes to platform games. I mean, the Mario and MegaMan series just happen to be some of the best platform games in existence! It was with this in mind that I approached Rad Gravity. On the plus side, the game does have some of the most attractive sprites I've seen in a Nintendo game - especially the huge Rad sprite when he's swanning about his space cruiser (what, you mean he's not there? - ED). The backdrops are a tad bland, especially when compared to the huge variety of alien sprites. As far as gameplay goes, the emphasis is far more on action than puzzles as opposed to the Mario and MegaMan series, so if you found those classics a bit too taxing, you'd do well to have a look at what's on offer here.

RICHARD LEADBETTER

ACTIVISION ACTION

Although the UK arm of Activision has now closed down, the company are still intent on releasing all of their console wares in this country. The first release was Ghostbusters 2 on the Nintendo (which received 61% two months ago in CVG). Rad Gravity is the next release and Activision are even coming with some Gameboy products, including a version of Ghostbusters 2!

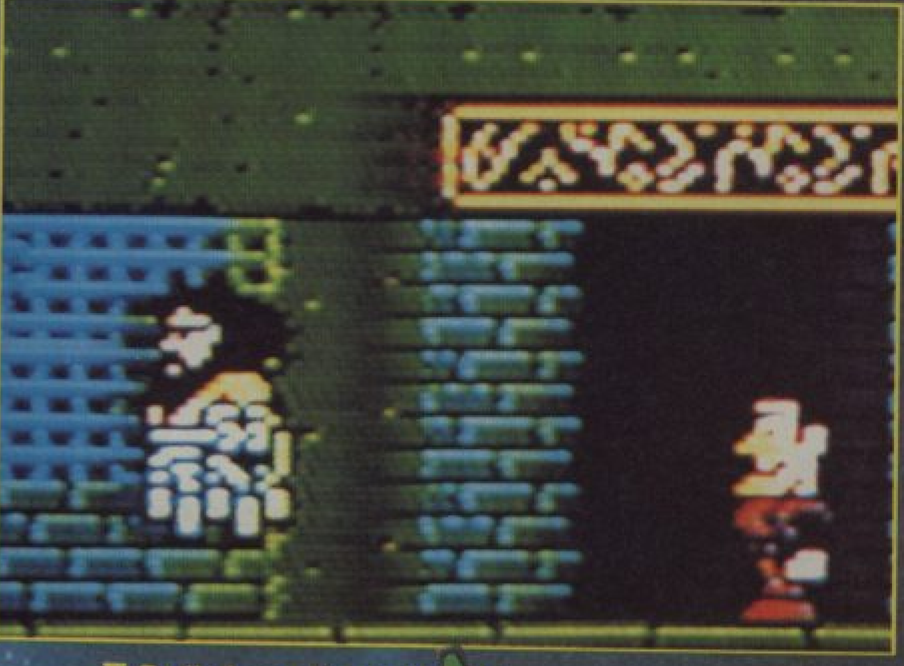


▲ *It's a green slime attack!*



▼ *Strange aliens accost our hero.*

▼ *Rad seems rather happy in the face of doom.*



JAZ SEZ...



I have to say that I enjoyed playing this a lot. Although it's nothing new on the Nintendo - good platform games are in abundance on this machine - there are plenty of neat touches making it sufficiently different to keep you entertained. Being an incurable blasting maniac, I found the action most enjoyable after I'd found the ray gun, because then I could really set to work lasering all and sundry. The sprites, especially the big ones are excellent, although the backgrounds are a bit naff (something had to go, I suppose). The sound is jolly enough, and there's plenty of challenge there if you enjoy platform games with lots of action.

JULIAN RIGNALL

▼ *Rad's found the co-ordinates.*





NINTENDO

	%
GRAPHICS	83
SOUNDS	82
PLAYABILITY	87
LASTABILITY	84
OVERALL	83

TURN THIS PAGE

TO ENTER YOUR

NEW WORLD. . . . .



It's a simple, effective way to design a detailed environment (house, garden, village, ship, car etc. etc.) and then look around it to make sure you like the look of it from every angle.
There are environments through environments. For instance, the house has rooms, the rooms have furniture, a chest of drawers has compartments, the compartments have secret boxes, the boxes have .... etc. etc.
It's up to you. The limit is your imagination. Use it for school – or to show Mum how to re-arrange the living room. Dad might be interested in how the garden would look if it were laid out differently – with a new pool? And how would the neighbours see it from their angle? It's easy! Just spin it round!
This is probably one of the most expensive pieces of software you'll buy this year – but at last you can make your computer really show it's potential.
"There's no doubt about it, this could be the most impressive game creation utility ever released.
Not only does it allow you to create run-time modules complete with animation, shoot-em-up compatibility, puzzle solving, and maze exploration – but it enables you to do it in solid 3D, using a system that's even better than Freescape!"
ACE - FEB 91
"3D Construction Kit gives newcomers and non-programmers the power to create solid 3D objects that can be stretched, rotated, suspended, stacked and even given animation effects. Yet the whole system is so user-friendly that it makes most simple art packages look cumbersome."
ST FORMAT - FEB 91
"Build your own virtual reality, but don't be misled. This is not a boffins only product. I've produced a special video included in the pack which shows you how to do it – and helps get you off to a flying start. After that it's simple and in no time you'll be impressing everyone with 'magical' designs on your computer!"
IAN ANDREW, INCENTIVE
I added the fuel tank and boosters.
I can now view it from any angle and manipulate it as a single object.
This is a head on view, showing the control panel which enabled me to do it. Not bad eh? Pretty good for a beginner.
Walking in through the front door, I could see what the rooms would look like.
And using the simple control panel, I could design the furniture and move it around.
Home, sweet home!
PREFERENCES
RESET
CREATE CONDITION
EDIT CONDITION
DELETE CONDITION
CONTROLS
CREATE INSTRUMENT
EDIT INSTRUMENT
SET VIEW WINDOW
TEST
Using the simple pull down menus and on screen prompts designing a great game was a doddle – I could even have strength and time bars!
Finally, I dropped in a control panel from several included (although I could have made up my own).
I've sent the finished game to my cousin in Wales. He hasn't got 3D Construction Kit yet ... I reckon it won't be long before he gets a copy.
3D CONSTRUCTION KIT
BUILD YOUR OWN VIRTUAL REALITY
INCLUDES FREE TUTORIAL VIDEO
DOMARK

AMIGA £24.99
SPECTRUM £10.99
BY MIRRORSOFT

After the fourth-dimensional frolics of Back to the Future II, Marty McFly is back, and in even bigger trouble! Y'see, Doc Brown (manic inventor of the DeLorean time vehicle, and Marty's mentor) has been blasted back to the year 1885, leaving poor Marty stranded in 1955! The problem is, if Marty doesn't travel back to the Wild West, the good doctor will end up with a bullet in the back, courtesy of Buford Tannen, the desperado great-grandad of Marty's nemesis, Biff!

Having made it back to 1885 (and wrecking the DeLorean's fuel line in the process), Marty now has to find Doc, who is madly in love with Clara Clayton, a schoolmistress from the past! Will the Doc get the girl? Will any of them get "Back To the Future"? We're not going to tell you, because it's down to the player of this movie conversion to change the course of history!



Ride 'em, Doc! ▲

LEVEL ONE HORSEY HI-JINKS!

The first level sees Doc giving chase to Clara's runaway buckboard, which is heading straight for a ravine. No easy task, as the trail ahead is littered with obstacles, which if hit, knock Doc off his horse delaying him from rescuing Clara. Other objects which have fallen from the buckboard can be picked up for bonus points. To make things even more complicated, Doc finds himself stuck in the middle of a raging battle between the Cavalry and an Indian tribe, and a bank robbery!





▼ *Quack!*

LEVEL TWO - DUCK SHOOT

Next, Marty has to practice his skills in an old-style shooting gallery, aiming at ducks which travel across the top and bottom of the range. Cardboard cut-outs of Buford's gang also pop up, which can be shot for bonus points.





Take him out, Marty! ▶





◀ Marty's in train-ing (ugh!).

LEVEL FOUR - GOIN' LOCO

Finally, Marty and the Doc have to get back to 1985, but the only way they can get the DeLorean up to 88 mph is to push it with a locomotive - so they have to steal one! Starting off from the moving train's last carriage, Marty has to make his way to the front of the train, collecting seven special combustion logs, whilst avoiding more of Tannen's men, the train engineers, mailhooks, water towers and signals.

▼ Look out - duck!

Have another piece of pie Mr Eastwood.

LEVEL THREE PIE-PASTING PRANKS

The third level sees Doc in big trouble - Tannen's out gunning for him, but his gang have reckoned without Marty's frisbee-throwing talents. So, grabbing a stack of empty pie-trays, Marty has to knock out all of Buford's gang, and then Tannen himself!

ROB SEZ...

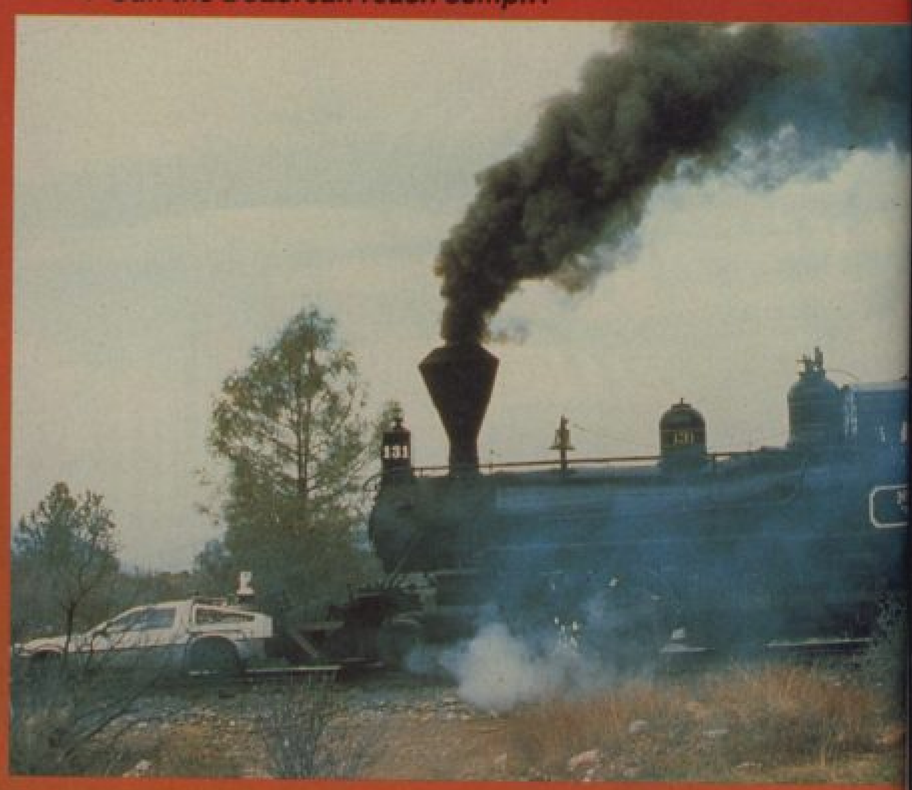
I'm a big fan of the movies, but found the conversions of Back to the Future 2 little more than awful. So, keeping this in mind, I expected the worst from BTTF 3. But Probe (the team behind such hits as SCI and Turbo OutRun) have produced a tie-in which not only follows the film (to a reasonable extent) but is entertaining to play, too. The in-game graphics on both versions are very nice indeed, with some nicely animated sprites, but the intermission screens on the Amiga are a bit duff - digitised pictures would have looked a lot better. The sound is okay, with some decent effects and background music, but the title track is a little weak. The only major quibble I have with BTTF 3 is the level of difficulty - you have to work like crazy just to get off the first level, so novice gamers beware. Four levels may not sound like a big game, but this is will keep hardened players going for a fair amount of time.

ROBERT SWAN

REVIEW



▼ *Can the DeLorean reach 88mph?*



BACK TO THE PLOT

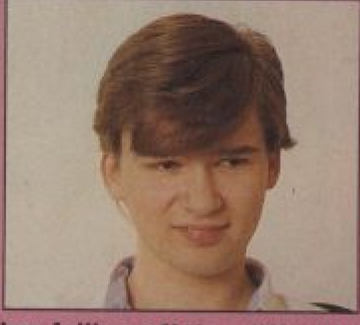
The original Back to the Future saw Marty McFly (Michael J Fox), catapulted back to the year 1955, courtesy of the wonderfully eccentric Doctor Emmett Brown (played brilliantly by Taxi star Christopher Lloyd) and his plutonium-powered DeLorean time machine. Once back in 1955, all hell breaks loose, as the time machine runs out of juice, McFly's mum-to-be falls head over heels in love with her future son, and Marty has to match his rather mismatched future parents before he and his future family cease to exist. If you haven't seen it yet, this is highly recommended family entertainment at its funniest, and for only £9.99, a definite must-buy.



BACK TO THE PLOT 2

Back to the Future II continued the story, with McFly, his girlfriend Jennifer and the Doc flying into the year 2015, where Marty has to ensure his son and daughter (both played by Fox) stay out of trouble - but in the process, he inadvertently gives his arch-enemy Biff the chance to change history completely with the help of a sports almanac! So, in turn, Doc and Marty have to travel both to a nightmare 1985, and from there to 1955 in order to recapture and destroy the almanac to try to return 1985 to normal. Although more than a touch confusing in places (due to the leaps back and forward in time), Back to the Future II is still a highly entertaining film, and well worth watching.

RICH SEZ...



I found Back to the Future 3 to be a reasonable game, desperately attempting to recreate the film. It succeeds quite well and has its own rather bizarre sense of humour. Fail in your attempts as Doc Brown to rescue Clara Clayton and an intermission screen shows her falling off the cliff with the caption "I wish I was Mary Poppins!". For every failed rescue attempt a new caption comes up including the inevitable "Oh no! Not again!". Marty even steps in and offers to help the incompetent Doc after about your fifth go! The humour is extended to all the graphics throughout the game and they serve the purpose admirably. The sound consists of decent effects (though Marty's gun sounds more like Dirty Harry's .44 magnum!) and tepid tunes. BTTF3 is a nice attempt at capturing the humour and atmosphere of the movie, but none of the sub-games have the depth to keep the player hooked for very long.

RICHARD LEADBETTER

UPDATE

Probe are also producing versions for ST, Amstrad, C64 and PC, all of which should be available within a couple of months.

AMIGA

GRAPHICS	90
SOUNDS	82
PLAYABILITY	88
LASTABILITY	86
OVERALL	85

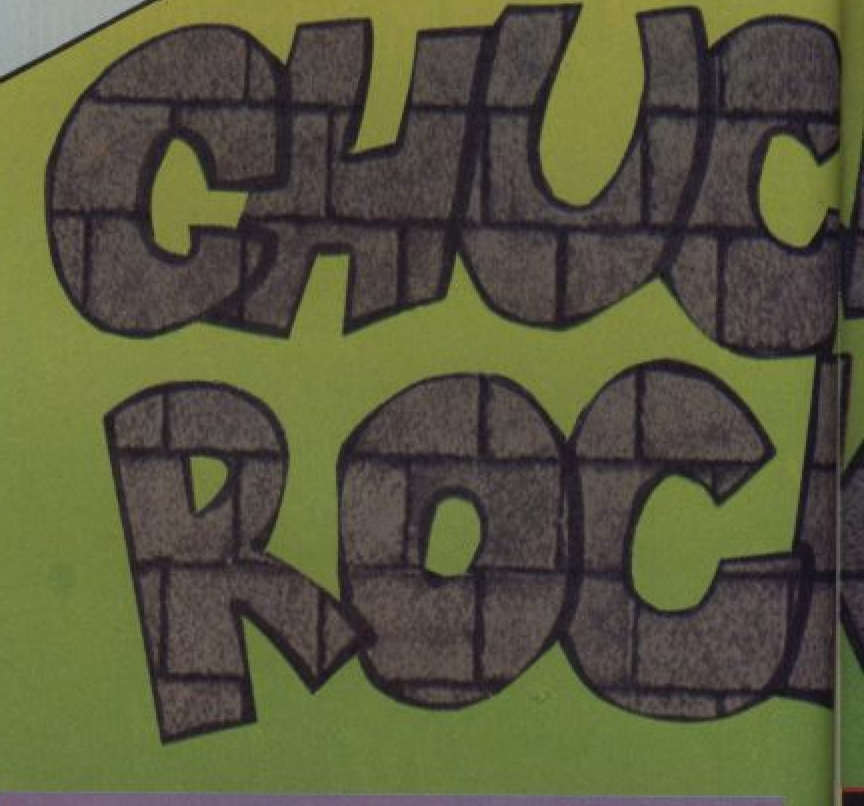
SPECTRUM

GRAPHICS	88
SOUNDS	79
PLAYABILITY	87
LASTABILITY	85
OVERALL	85



AMIGA **£24.99**

BY CORE DESIGN



Chuck Rock is a tad annoyed. As this game's intro sequence reveals, the eponymous Mr Rock was enjoying a quiet afternoon sitting around naked in his cave while outside his wife hung out the washing (Chuck's only got one set of clothes, see). Could anything possibly spoil this scene of domestic bliss?

Enter the twisted genius of the evil Gary Gritter. He was just enjoying a nice country walk in Stone Age England when he came across Chuck's cave and caught sight of this shapely wife. Overcome with Neanderthal lust he decided to snatch away the poor maiden and hide her at the end of five levels' worth of eight-way scrolling platform scenes.

Pausing only to pick up a fig leaf to cover his embarrassment, Chuck sets out on a rescue mission...

UPDATE

Chuck Rock is coming to an ST near you soon for the princely sum of £24.99. Expect this version to be much the same as the Amiga game. Core also tell us that they hope to convert Chuck Rock onto the Megadrive, and they expect to have the game ready by December.

FLINTSTONE FUMPIN' FISTICUFFS

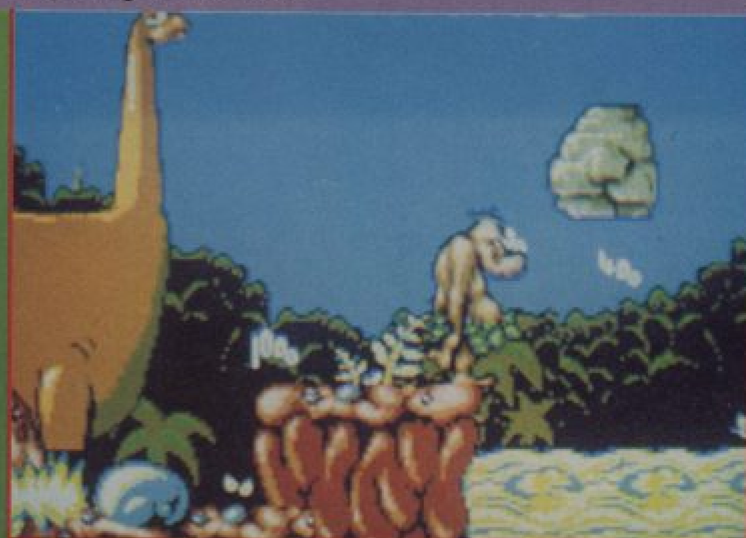
In his pursuit for truth and justice, Chuck has a number of weapons that he can use against his foes. First of all, by swinging his voluminous belly in the direction of any enemy sprites he can bounce them to oblivion. Whilst jumping he can also deliver a lethal ninja kick to any who cross his path.

BOULDER DASH!

Two different sizes of boulders litter the platform landscape and Chuck can pick these up and crush his prehistoric foes by throwing the rock straight on top of them. Rocks also double up as platforms which Chuck can climb for extra height. Carrying boulders over his head also protects Chuck's head from any nasty creatures that might decide to drop things on his head.



▲ *Molesting monsters .*



▲ *Chuck lobs a rock into the swamp.*

PAUL SEZ...

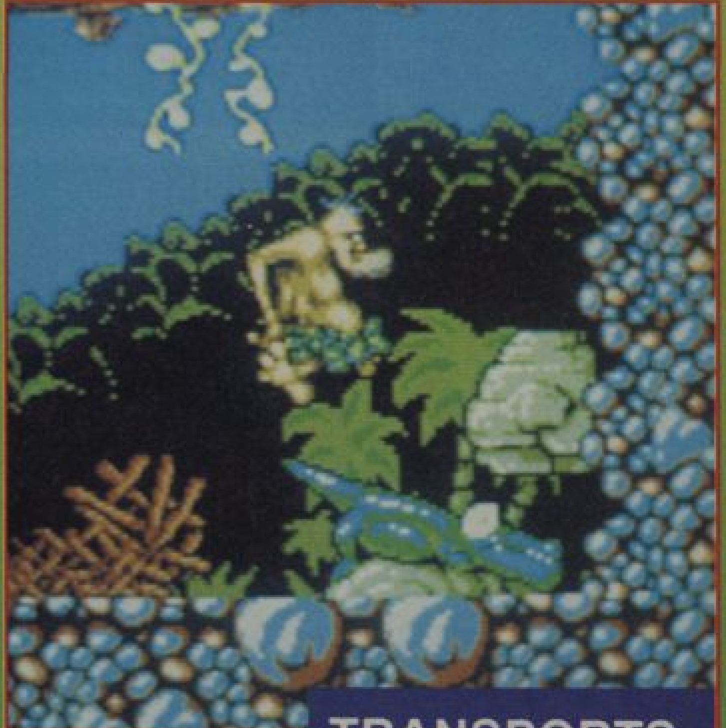


Although Core seem to be just knocking out platform game after platform game, I find it hard to condemn them for this latest one, because it is probably their best so far, and is certainly miles better than Torvak. However, like Torvak, there isn't really that much to the gameplay - just walk along, belly-butt the dinos, and collect the bonuses. But most of the enjoyment stems from the great cartoon graphics and the silly sound effects - believe me, this has the potential to be made into a whole TV cartoon series. If Chuck had a few extra weapons or there was some break from scrolly platforming this would have scored a bit higher, but it's still a pretty entertaining game which is well worth trying out.

PAUL GLANCEY



▼ *Climbing cliffs for fun and profit!*



▼ *Chuck's got some very irritating crabs.*





▲ *Chuck gets a shock...*

TRANSPORTS OF DELIGHT

Sometimes the path to the end of the level is blocked, so Chuck has to find an alternative means of transport. Some rocks give Chuck extra bounce when jumped upon - just the ticket when there's a platform high above that needs to be reached. Chuck can also make use of some of the more docile dinosaurs to give him a hand when it comes to crossing some of the more tortuous parts of the Stone Age landscape.

ROCKY TERRAIN

There are five sub-levels to each main level - that makes a grand total of 25 scenes to traverse before Chuck can rescue his lusty wench. Chuck finds himself negotiating dangerous jungles and caves on his travels, and there's even a huge lake to swim through. One level even takes our hero into the guts of a colossal dinosaur where he takes out the enemy from within! The end of each level also presents Chuck with a large problem - there's a huge dinosaur-like guardian present that Chuck must bombard with rocks before he progresses on to the next level!

RICH SEZ...



Chuck Rock is an immediately playable game. The gameplay is smooth, fast and furious with loads going on. Visually, it's equally superb. The game runs at 50 frames a second (that's just as smooth as any coin-op) and there's some excellent parallax scrolling. The graphical definition is also nothing short of outstanding. Each of the characters has a genuinely comic aspect to them and Chuck himself is great - a mean, strutting barbarian - with a massive beer belly. The sound too is top-hole. Watch out for the great music and excellent effects (Chuck speaks fluent caveman language) and Core appear to have sampled the hideous Captain Caveman TV show (remember that?) for some of the effects. Playability-wise, Chuck Rock is great with loads of levels to keep you occupied. Unfortunately, the action does tend to get a tad repetitive as the rock-throwing antics do not change that much between each level. Take a look by all means - you won't be disappointed.

RICHARD LEADBETTER

▼ *Yikes!*





AMIGA

GRAPHICS	92
SOUNDS	87
PLAYABILITY	82
LASTABILITY	82
OVERALL	83

'castle of illusion' *starring* mickey mouse

both games are coming soon for the 8 BIT and 16 BIT







MEGADRIVE £39.99

BY SEGA

After earning megabucks at the box office and in yellow mackintoshed merchandising, Warren Beatty's version of The World's Greatest Detective makes it to Megadrive.

Like most heroic crimebusters, Dick Tracy is constantly on the hunt for all sorts of twisted criminals, and this time he's got a doozy of a case on his hands. The city's entire criminal element have taken to the streets, and quite simply, Dick has to eliminate them and track down their bosses as soon as possible.

Naturally, the local criminals want to make sure the top copper gets his, but Dick is armed with his trusty tommy gun, revolver and powerful fists, and though the bad guys pile on from all sides, he can usually put them out of action with ease, clearing the way for him to sort out their bosses, and bring peace and justice back to the streets of the city.

THANKS!

Thanks to PC Engine Supplies (0782 712759) for loaning us the cartridge for this review. By the time you read this Dick Tracy should have been released officially by Sega for £39.99.

DICK TRACY

DICK MEETS BIG BOY

Being the game of the film, this pits Dick against the same rogue's gallery of villains - Itchy, Flat Top, Lips Manlis, The Brow, Pruneface and Big Boy Caprice. However, in the past Dick has been confronted by all sorts of oddball crooks, including Heels Beales and Slinky, but he's always been able to rely on the help of his pal Sam, his adopted son, Junior, his long-suffering girlfriend, Tess Trueheart and let's not forget the mysterious Vitamin Flintheart...



▲ Dick rapidly shoots at the felons...

▲ Dick readies himself to dive into the masses.



MEANWHILE, AT THE POLICE TARGET RANGE...

Whenever Dick collars a crook, he returns to his HQ to practise his marksmanship. Three targets spring up, some of which bear the likenesses of his enemies while others are pictures of innocent citizens. Of course, Dick has to gun down the gangsters, and leave the good guys intact. A good score is rewarded with a big point bonus and extra credits!



TO THE DICKMOBILE!

Dick hasn't worked all these years to have to walk to the scene of a crime! When a criminal needs catching fast, he jumps on the running board of the nearest police car and tells the driver to put his foot down. Unfortunately, the bad guys are also automobile-equipped - and they're right on Dick's tail. He has to gun them out of their cars before they can put bullet holes in that nice yellow coat of his. He also keeps his service revolver ready for any gangsters who try to sneak up behind him!

◀ *The criminals are out to get Dick.*

▼ *The white mark shows where Dick's shooting*

▲ *Dick faces up to Itchy.*

▲ *Itchy blasts away at our hero!*

PAUL SEZ...

Megadrive Dick Tracy looked similar to the rather duff Master System version which we reviewed in issue 112, so I wasn't expecting hours of thrills when I plugged this cart in. Wrong, wrong, wrong. This is a novel and highly enjoyable shoot/beat 'em up, whose gameplay reminds me a little of Shinobi. If it was just a case of walking left and right, gunning down gangsters as they walked onto the screen it would have been really dull, but the addition of the car chase sequences and having to keep the gangsters across the street at bay with the tommy gun provide the variety which makes Dick Tracy such fun. The graphics throughout are excellent; the gangsters constantly struggle to reload their guns, the Dick graphic in the shooting range looks just like Warren Beatty and you can riddle nearly all the scenery with bullet holes (destroying Lips Manlis' bar is great fun!) The music is a little weak, but the sound effects are excellent (I love the sound of breaking glass!). The game has three skill levels but I found it pretty tough even on the easiest setting with maximum credits, so leave it set to normal and you Megadrive Hards should enjoy playing with this Dick for a fair few hours.

PAUL GLANCEY

Itchy buys it again!

Cons crumble before Dick's fire.

THE TRACY FILE

Sunday, October 4th, 1941 - that was the day Dick Tracy started his very first case, in the comic pages of the Detroit Mirror. It was a time when gangsters like John Dillinger and Baby Face Nelson ruled the streets of America with the aid of paid-off police officers, and it was this that gave cartoonist Chester Gould the inspiration for his super cop - an unstoppable detective who stood for justice and terrorised criminals everywhere. Gould originally planned to call his hero "Plain Clothes Tracy", but Captain Joe Patterson, one of the editors at the powerful Tribune newspaper syndicate asked to have it changed to "Dick", the street name for a detective.

The daily adventures of Dick Tracy were an instant hit, and it wasn't long before a cereal company sponsored a Dick Tracy radio show. During World War II, Dick was promoted from police detective to government agent, and his serialised adventures drew the crowds at Saturday morning matinees in cinemas across America. In 1945, Dick made his feature film debut fighting against Splitface in *Dick Tracy, Detective*, and other movies followed, pitting him against Cueball, The Claw and Gruesome. When TV became more popular in the 50s, a series of 39 Dick Tracy TV shows were produced. At the time, television wasn't subject to censorship and the shows were surprisingly violent, packed as they were with gun battles.



UPDATE

A similar (though not so good) version of Dick Tracy is available for the Sega Master System, and Titus have recently released some disappointing Tracy games on the home computers.

WIN THE HISTORY OF DICK!

Paul was down the MegaStore the other day and what should he see but this video which allegedly revealed the true story of Dick Tracy! How could anyone resist buying it? Answers on a... aha, no, that's not the competition. However, this is. Paul has had the tape prised from his grasp because we thought that there might be a Tracy-loving, VHS video-owning reader out there who would like the video but who can't afford a tenner. If you think you are that person, write the name of the character Madonna plays in the 1990 movie on the back of a postcard and send it to the usual address marked "I'M A REAL DICK-HEAD". First card out of the mailsack on May 1st gets the vid.

RICH SEZ...



I had the incredible misfortune to see the movie last summer and savoured all the enjoyment of a sore bottom because of it. Still, visually the film was a real feast and this strength has been successfully translated onto the Megadrive. The Dick Tracy sprite is particularly good and superbly animated. The sound comprises of some very tedious music, but the effects at least show some thought (the tommy gun sound is very satisfying, especially when you blast away some of Big Boy's automobiles!). Violence fiends are going to have a field day when they get their mitts on Tracy's tommy gun, and there's plenty of pistol-packing, fumpin' fisticuffs throw in for good measure! Okay, so Dick Tracy is over-priced (forty notes for an official release?) but if you liked the movie (oh come on !) or enjoyed the comics, or just fancy a good time on your Megadrive, take a good look at this.

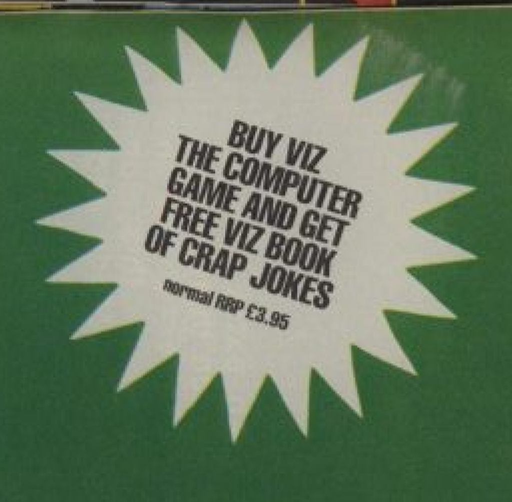
RICHARD LEADBETTER

Fist action with our Dick.

MEGADRIVE

GRAPHICS	89
SOUNDS	79
PLAYABILITY	85
LASTABILITY	85
OVERALL	86





Available On:	Amiga	£19.99
	Atari ST	£19.99
	CBM 64 Cass	£9.99
	CBM 64 Disk	£14,99
	Spectrum Cass	£9.99
	Spectrum Disk	£14.99
	Amstrad Cass	£9.99
	Amstrad Disk	£14.99



CHEAT MODE

An extra two pages mean there are a load of sweet cheats on the menu in this month's Cheat Mode and the chef's special for May is a fabulous player's guide to Nintendo's Adventures of Link. Send in your best cheats and maps to

CHEAT MODE, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

Every month I'm sending £100 to whoever sends in the month's best map and the best set of tips.

ALL FORMATS

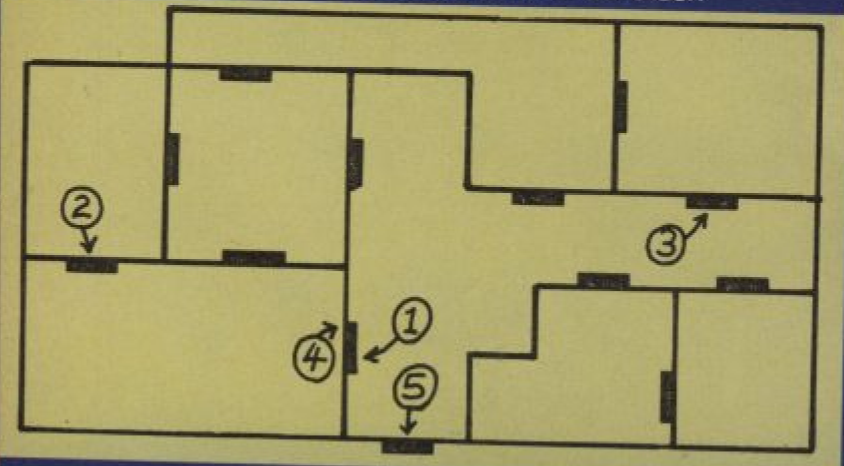
BSS JANE SEYMOUR

Marius Kristiansen has discovered ten passwords for the Amiga version of this fab game, but they should work on the ST version too.

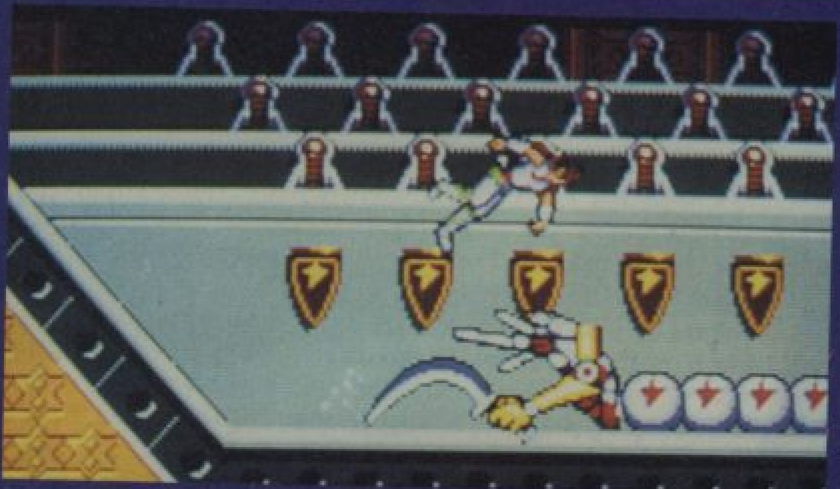
LEVEL 1: BSS	LEVEL 6: DINOSAUR
LEVEL 2: JANE	LEVEL 7: AND
LEVEL 3: SEYMOUR	LEVEL 8: GREMLIN
LEVEL 4: BY	LEVEL 9: GRAEME
LEVEL 5: DOCTOR	LEVEL 10: ROB

BACK TO THE FUTURE 2

If the opening-the-doors-in-the-house section is giving you grief, Darren Hendry has provided a diagram which should make life easier. Just open the doors in numerical order.



AMIGA



STRIDER II

This cheat came all the way from Norway's own Marius Kristiansen but he says he could only get it to work on an Amiga 1000, and we couldn't test it on our 500, because someone's nicked the office copy. You might as well give it a go, anyway, though. Start the game and hold down all the letters in the word **STRIDER** and the **F2** key at the same time. If you've done it correctly a little smiley face appears in the corner of the screen. Now you can press the following keys for some handy effects:

E - extra energy
D - extra energy for the droid
T - for extra speed
HELP - deactivates the cheat mode

NINTENDO
The Adventure of LINK
PLAYER'S GUIDE

Danny Stevens sent in an extensive player's guide to this massive Nintendo game. In fact it's so big it won't all fit in, so you'll just have to make do with the locations of the spells, the extra lives, the magic, the skills, and the castles, and of course, the map. Hopefully, there'll be room for the solutions to the castles next month. For all his hard work, Danny gets £100 for the best tips and £100 for the best map of the month!

THE SPELLS

SHIELD

Go to Rauru Town and talk to the lady in the fifth house along.

JUMP

Go to the town of Ruto and talk to the lady in the fourth house along. She will tell you that her trophy has been stolen. To find the trophy you must go to the large cave above the North Castle (your starting point). From the castle it's six paces east and then due north. Make sure you have the candle then go into the cave, collect the trophy and take it back to the lady.

LIFE

Go to Saria Town (which is below the second level castle on the river), talk to the lady in the second house along and she will tell you she has lost her mirror. To find it, go to the next house along and search under the table.

FAIRY

Go to Mido Town (which is above the King's Tomb and to the west), go to the ninth door along and talk to the old woman. She will tell you that her daughter is sick and she wants you to find the medicine. Go to the town of Ruto, south into the cave below and as you come out of the other side you will see a swamp. Go into the swamp and you should see another cave that is blocked by a roadblock. Destroy it using the hammer then go in.

FIRE

Go to the fourth house along in the town of Nabooru, which is west of the raft crossing. The lady at the house will say that she is thirsty so you must go further into the town until you come to a water fountain. If you search it you will get some water which you should return to the old lady to receive your spell.



REFLECT

Go to the town of Darunia (which is north from the raft crossing, past the mountains). Talk to the lady in the tenth house and she will ask you to rescue her kidnapped son. The boy is on the maze island. From the castle go three paces west and two paces south to a hidden underground cave where you should find him.

SPELL

When you have dug away the trees to find the hidden town of Kasuto enter the eighth house along, climb in the fireplace and get the spell.

THUNDER

To get this spell you need all the others. Go to the first house in Kasuto town (not the hidden Kasuto town) and collect the spell.

THE SKILLS

DOWNSTAB

Go to the church in Mido town and jump onto the higher balcony using the JUMP spell. Go inside and you will find the swordmaster.

UPSTAB

Go to Darunia and use the JUMP spell to jump onto the eighth house along. Then jump three houses back the way you came and climb into the chimney to meet the second swordmaster.

THE WEAPONS





CANDLE

Hidden in the first castle.

GLOVE

Hidden in the second castle

HAMMER

Go to Saria and cross the bridge over the river, then south into the maze of caves. When you get out, go into the hole in the ground next to the rock. Go right then down the lift and then right a bit more to find the hammer. Exit, stage left.

RAFT

Hidden in the third castle

BOOT

Hidden in the fourth castle

MAGIC KEY

Go to the edge of the hidden Kasuto town and cast the SPELL spell to make the castle appear. Go inside and collect the key.

CROSS

Hidden in the sixth castle.

EXTRA LIVES

- Head south from Ruto, go through the cave and when you come out go into the swamp nine paces south and five paces east. The extra life is just near the blocked grave.
- From the long bridge that leads to the graveyard go three paces east and five paces south to the sea shore.
- On the western side of the bridge leading to the maze island, go four paces west and three paces south on the sea shore.
- After killing the water demon with the noise of the flute, go south through the pathway and you should see a graveyard to the south and a swamp to the north. Go north into the swamp and you should see a cave to the north. From there the extra life is three paces south and five paces west.
- An extra life is hidden in Level 6.
- There is an extra life in Level 7, but to find it you must go through a secret tunnel on the left side of a wall in the elevator shaft.

MAGIC CONTAINERS

- From the North Castle (starting point) go south and then west seven paces and you will see a cave. Go in and head right and there it is.
- After getting the hammer you must break the stone which is two paces west of the hole where you got it then step onto the dust left behind and you will enter a secret cave. Collect the potion and then exit left.
- As soon as you get across the long bridge to maze island the extra container is nine paces north.
- Go to the hidden town of Kasuto, talk to the lady in the second house and if you have the other magic containers she will give you the next one.

MAGIC HEARTS

- From the level 1 castle go west two paces and then go south to the pathway. When you get to the end of the path, go to the clearing in the middle of the trees.
- If you have the hammer, destroy the roadblock south of Rauru then go south about five paces, then west to a blocked cave. Destroy the block and go in to get the heart.
- There is a hidden heart in the water north of the level 5 castle. You need the magic boots to cross the water, then from the castle, go 11 paces west, four paces north and 11 paces east.
- From the level 6 castle which is below the triple stones, go west to the sea shore where you should find a heart.

THE CASTLES

CASTLE 1

From the starting point, go east as far as you can go, and you should be in a forest. Enter the cave to the north and go 14 paces east before heading north again.

CASTLE 2

From Ruto go south into the swamp as far as you can go. Walk east by the side of the river and you should come to a path going north. Follow it as far as the swamp and

LINK'S MAP



OF HYRULE

Town
Road
Bridge

Maze Island

Fourth Castle

Submerged Pathway

Fifth Castle

River Demon

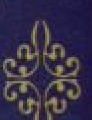
Hidden Kasuto Town

Deserted Kasuto Town

Sixth Castle

Plain
Desert
Forest
Mountain
Swamp
Brown Plain
Flat Ground

head west into it. Keep going and you should find the palace in a clearing.



CASTLE 3

Cross the river at Saria and then enter the maze of caves. Pass through each glade, but when there is a choice of directions, head east. As soon as you get out head east again and then north along a beach until you reach a cave in the cliff. This takes you to the bridge which leads to the graveyard of the King's Tomb. Go to the middle to find the King's Tomb, then from there head due south and you will fall into a secret passage. You will come out on an island next to the castle.

CASTLE 4

From Mido cross the river using the raft and then as you get off the raft continue walking east. You should see another town called Nabooru. To the north of this town is a cave. Go inside, then as you come out, move north a short way, then east until you reach a long bridge. Cross the bridge to maze island, then get through the maze to reach the castle.

CASTLE 5

From the town of Nabooru go east along the path then out into the sea using the magic boots. After you've gone about 25 moves to the east you should see the castle.

CASTLE 6

From Nabooru town, travel four moves west, then due south. Kill the river demon with the flute then follow the path, ignoring the graveyard and the swamp. Cross the bridge to reach a forest. Go ten paces east and seven paces south and you should be between three rocks (the Triple Stones). Blow the flute and the castle will appear two paces below you.

CASTLE 7

To find the last castle from the water devil, go south along the path, past the graveyard and into the plain. Go east as far as you can go then head north until you reach a cave. Enter, and when you emerge go all the way south, then west and north again into the cave. You should come out of that cave right beside the final castle.

SIM CITY

Paul Adams from Australia tried out the famous FUND cheat but found it caused earthquakes. If you're suffering similarly, Paul recommends you set the game speed to **PAUSE** and type **FUND** (remembering to hold down **CAPS LOCK** while you're doing it). Now **SAVE** your city and then set the game speed to **FAST** again. Now **LOAD** in your city again and BINGO! no earthquakes!

TIME MACHINE

In case you didn't already know, Time Machine has a cheat in it which gives the professor nine lives, and lets him skip between levels. Just type in **DIZZY** on the highscore table and during the game press **1,2,3,4** or **5** to go to that level.

JUMPING JACK SON

Another couple of tips from Paul Adams which will get you between levels. The passwords are:

ROCKNROLL - level 5 **NOISES** - level 9 **ELVIS** - level 13

JAMES POND

Following on from the **JUNKYARD** cheat of a couple of months back, Matthew Spencer sent in another tip to get you to the very last level! Just type in **JUNKYARD** as usual and during the game press the key with the question mark on it and you'll zip straight to level 12! If you can't even be bothered to play the last level just press **D** and SHAZAM! You've won.

LOTUS ESPRIT TURBO CHALLENGE

You might have thought there wasn't much to add to Richard's players guide, but Matt Frost has found an always-qualify-no-matter-how-crap-you-are cheat. Before you start the game, type in player one's name as **FIELDS OF FIRE** and if you're playing with a mate, type his name in as **IN A BIG COUNTRY**. Thanks Matt!

LEMMINGS

Absolutely zillions of people wrote in with a complete set of codes for Lemmings, so rather than list the whole lot of you I can only dip my hand in the magic Cheat Mode bin bag and pull out... Mark Heeley's contribution. Thank you, everyone else.

Now, there are 120 codes and I'm not going to print them all, so instead I'll give you the edited highlights from all four sets of levels...



FUN LEVELS
10 OHMLLBALCX
20 LFHBAKLFOX
30 HCEONMFPDN

TRICKY
10 BAJHMDIJEX
20 NHLFIBADFX
30 HMFIBINMFJ

TAXING
10 DHFIJLLGGU
20 FINLMDHQGT
30 IJHMFHFKHY

MAYHEM
10 LDIFAJLFIO
20 IFAONMDPIQ
29 FINLLFIIJQ

AMSTRAD

DAN DARE 3

James Parker reckoned there weren't enough Amstrad tips in Cheat Mode, so he sent in some of his own. In Dan Dare 3, he reckons you should go to the store and use up all your ammo. You will then receive 4,000 credits to spend on whatever you want!

GHOST BUSTERS 2

This cheat from Marcus Coats gives you infinite energy when you're in the Van Horne shaft (that's the first level). Just pause the game and type **STANTZ**

MEGADRIVE

SUPER LEAGUE

Seattle are Daniel Lomax's favourite baseball team, and if you want to join his side and play St Louis in the World Series, why not use this code?

ZPUjnoplkiZXTbXaPsDEMA

SHADOW DANCER

One person who's really mastered the bonus game in this beat 'em up is James Sinclair. He reckons that all you have to do is stand Joe on the left of the screen and press the fire button really quickly. This should ensure you wipe out all 50 ninjas and get three extra lives "in the twinkling of an eye"!

RINGSIDE ANGELS

Richard Simpson has sent in the secret of his success in this, erm, unusual wrestling game. Take it away Rich...

"Get your opponent outside the ring, then throw them into the ring or the barrier. Pick them up. Bodyslam by pressing A. Pick them up again. Throw them into the ring or the barrier. Bodyslam again, and repeat the sequence until your time is nearly up then climb back into the ring."

There. Does that make sense? If not, you could always try the special moves by pressing C whenever the power bar flashes.

NINTENDO

ROBOCOP

Luke Berry reckons that you're awarded an extra life whenever you score more than 30 on the target range. And not only that, he says that you should shoot the bloke with the assault cannon on levels 5 and 6, then collect his gun, walk back and repeat the process for loads of easy points.

BUBBLE BOBBLE

According to Marc Berger, you can play Super Bubble Bobble just by entering this magical mystery code

DDIJI

There. That's it.



DOUBLE DRAGON II

Tony Thirlwell says that if you select one player and get killed on any of the first three levels you can get a continue by pressing **UP, RIGHT, DOWN, LEFT, A** then **B** when the Game Over message appears.

Also, Arun Velusami reckons that if you start playing with two players ("2P PLAY B") and beat up Jimmy, the other player will gain a life for everyone he loses. This way you can start the quest with seven lives!

SIMON'S QUEST

Arun Velusami reveals two codes to let you see two different endings to Simon Belmont's second adventure. Remember, if you think this will spoil your enjoyment of the game, don't use them!

FIRST ENDING R12S SMIA C1DF 026D
0YZY UQUA SECOND ENDING L1KN SWJK

C64

GHOULS 'N' GHOSTS

Chris Griffiths reckons that the best cure for lost armour is shooting a chest, then if a wizard appears let him transmogrify Arthur into a duck. When the spell wears off, "Hey Presto", Arthur will have his shiny suit back.

RICK DANGEROUS 2

A couple of people sent in this cheat mode for Rick's second adventure. For infinite lives, get onto the high score table and type **JE VEUX VIVRE** (that's French for "I want to live", fact fans).

NARC

You'll need an autofire joystick to use this cheat from John Stephenson of Bishop Auckland. Plug the stick into port two, switch on your autofire and press the **N** key. Keep pressing it until your player is walking in a crouched position, and you will now be so low that no-one will be able to shoot you and you'll be able to finish the game with ease!

MIDNIGHT RESISTANCE

David Martin is a bit of an old sly boots. He's sent in an infinite lives cheat for Ocean's arcade conversion which requires the frustrated player to type the magic word **SIAMESE** into the high score table. The border should flash white, and you can now start the game with bill-yurns of soldiers at your disposal. Also, David says that owners of the tape version can advance to the next level by ignoring the prompt to wind back the tape to 0000 at the end of the game. Instead just press play, and the next section loads in.

SEGA

CHASE HQ

Some handy hints here from Edward Williams which should make motorised crime busting just that bit easier...

ROUND ONE

- STAGE ONE: Select automatic transmission, because manual is just too darned fiddly.
- STAGE TWO: Select oil and tyre.
- STAGES THREE TO FIVE: Select oil, tyre, bumper and turbo.

ROUND TWO

- STAGES ONE TO THREE: Select oil, tyre and bumper.
- STAGES FOUR AND FIVE: Select oil, tyre, bumper and turbo.

ROUND THREE

- STAGE ONE: Select oil, tyre and bumper.
- STAGES TWO AND THREE: Select oil, tyre, bumper, turbo.
- STAGES FOUR AND FIVE: Select oil, tyre, bumper, turbo and supercharger

GENERALLY... use the skid you get after bashing to dodge other cars and slow down on hard turns

GAME GEAR

WONDERBOY

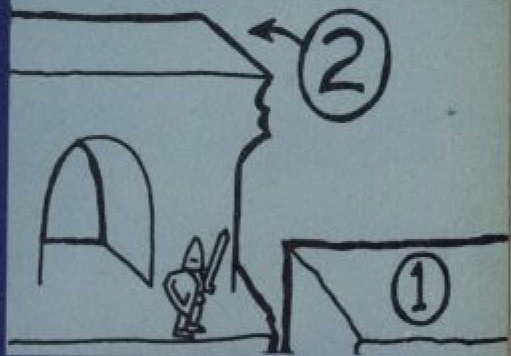
Our first Game Gear cheat was provided by Daniel Danquah, who says that you just have to insert the Wonderboy cartridge, switch on and press **START**. When the heart is moving up the screen you can select levels just by pushing up or down on the joypad.



GAME BOY

FORTRESS OF FEAR

Kris Rama wants to say hello to his mum in Southgate, where I buy my groceries every other week. And books occasionally. Anyway, that's all by the bye because Kris has revealed how to find a hidden extra life and a key in this arcade adventure. But first, a quick sketch.



This is what the start of the first level looks like. Jump onto the bit marked **1**, then from there jump to **2**. Follow the direction of the arrow, right to the edge of the screen (don't fall down), then wait for a cloud to appear and jump onto it. You should see part of a bridge. Jump onto it and collect the figure to receive your extra goodies!


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TOP 20

GALLUP ALL FORMATS

THIS	LAST	GAME	BY	ON
1	-	LEMMINGS	PSYGNOSIS	AMIGA
2	-	OUTRUN	KIXX	C64
3	-	SUPER SCRAMBLE SIMULATOR	KIXX	C64
4	4	TEENAGE MUTANT HERO TURTLES	IMAGEWORKS	C64
5	-	REAL GHOSTBUSTERS	KIXX	C64
6	1	SPEEDBALL2	IMAGEWORKS	AMIGA
7	-	CAVEMANIA	ATLANTIS	C64
8	-	REAL GHOSTBUSTERS	KIXX	SPECTRUM
9	-	RAMBO 3	HIT SQUAD	C64
10	8	TEENAGE MUTANT HERO TURTLES	IMAGEWORKS	SPECTRUM
11	-	PAPERBOY	ENCORE	C64
12	-	RAMBO3	HIT SQUAD	SPECTRUM
13	-	R-TYPE	HIT SQUAD	C64
14	-	QUATTRO ADVENTURE	CODEMASTERS	C64
15	11	DIZZY COLLECTION	CODEMASTERS	C64
16	-	OPERATION WOLF	HIT SQUAD	C64
18	-	DALEY THOMPSON'S CHALLENGE	HIT SQUAD	C64
19	-	VIGILANTE	KIXX	SPECTRUM
20	-	TARGET RENEGADE	HIT SQUAD	C64

Psygnosis' HIT-rated Lemmings storms its way straight to the number one position in Gallup's CHARTALK chart. Speedball 2 drops five places leaving the chart clear for another cheapo invasion - this time led by US Gold's conversion of the barnstorming Outrun arcade game! This chart is copyright of ELSPA.

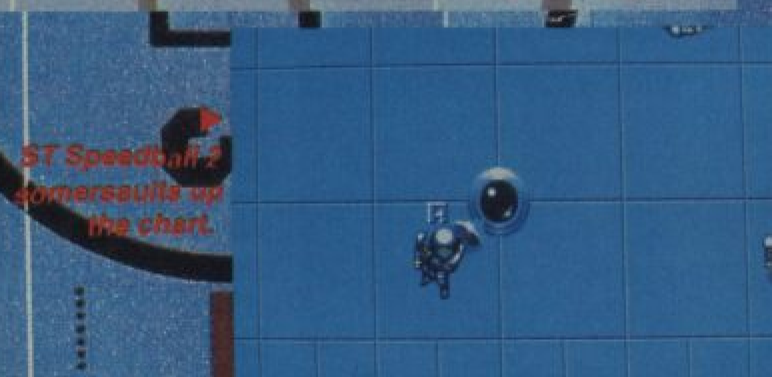
ATARI ST

1	2	Steve Davis World Snooker	CDS
2	3	World Class Leaderboard	Kixx
3	-	Axel's Magic Hammer	Kixx
4	13	MIG-29 Fulcrum	Domark
5	10	Speedball 2	Imageworks
6	-	Super Scramble Simulator	Kixx
7	5	Fantasy World Dizzy	Code Masters
8	14	Fast Food	Code Masters
9	15	Treasure Island Dizzy	Code Masters
10	-	Continental Circus	Mastertronic
11	9	Teenage Mutant Hero Turtles	Mirrorsoft
12	1	F19 Stealth Fighter	Microprose
13	-	Fists of Fury 2	Virgin
14	-	Afterburner	Hit Squad
15	-	Roadblasters	Klassix
16	-	Batman-The Caped Crusader	Hit Squad
17	-	Super Grand Prix	CodeMasters
18	-	Lotus Esprit Turbo Challenge	Gremlin
19	7	Last Ninja 2	Hit Squad
20	4	Rorke's Drift	Impressions

Steve "Interesting but not that good anymore" Davis takes the number one slot away from F19 Stealth Fighter. Speedball 2 is still looking good (even though it's been out since Christmas) but otherwise this chart's another fun-filled excursion to Budget City.

CVG TIP FOR THE TOP

If those Lemmings appear on the ST soon then they'll undoubtedly hit the top, though for the time being it looks like one of the budget brethren will worm its way to the top.



ST Speedball 2 somersaults up the chart.



▲ Lemmings supplant Speedball 2 as the number one Amiga game.

AMIGA

1	-	Lemmings	Psygnosis
2	1	Speedball 2	Imageworks
3	-	Final Whistle	Anco
4	4	MIG-29 Fulcrum	Domark
5	3	F19 Stealth Fighter	Microprose
6	19	Fantasy World Dizzy	CodeMasters
7	-	Fists of Fury 2	Virgin
8	6	Treasure Island Dizzy	CodeMasters
9	5	Kick Off 2	Anco
10	-	Barbarian 2	Kixx
11	-	Gauntlet 2	Kixx
12	9	Team Suzuki	Gremlin
13	-	Thunderblade	Kixx
14	-	Lotus Esprit Turbo Challenge	Gremlin
15	-	M1 Tank Platoon	Microprose
16	-	Teenage Mutant Hero Turtles	Imageworks
17	-	Super Scramble Simulator	Kixx
18	-	Wacky Darts	CodeMasters
19	-	Roadblasters	Klassix
20	16	Toyota Celica Rally	Gremlin

They took the All Format chart by force, so it's no surprise to see those Lemmings doing an encore in the Amiga chart! A multitude of re-release budget gear infests the charts, with only Speedball 2 left to give the rundown some dignity.

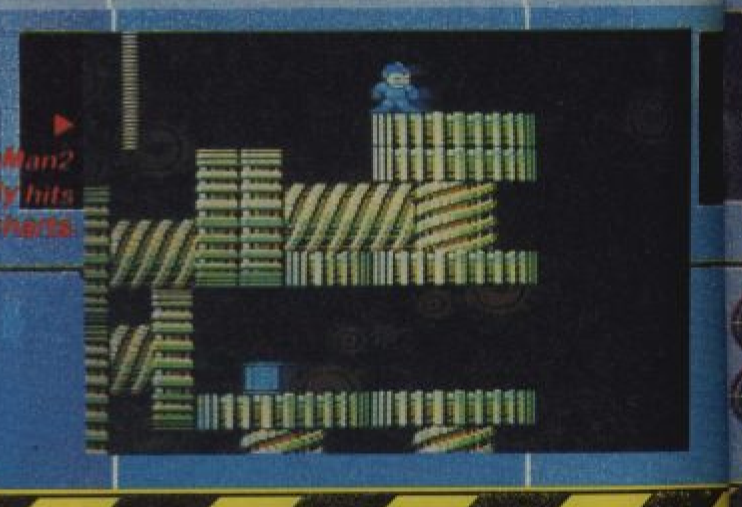
CVG TIP FOR THE TOP

Hmmm... Those Lemmings are proving to be damn popular amongst you lot, so we reckon that they'll probably be at the same position next month too.

NINTENDO

1	1	Super Mario 2	Nintendo
2	2	Legend of Zelda	Nintendo
3	3	Adventure of Link	Nintendo
4	4	Turtles	Palcom
5	-	World Wrestling	Nintendo
6	-	MegaMan 2	Capcom
7	-	Black Manta	Nintendo
8	-	Spy vs Spy	Nintendo
9	-	Bubble Bobble	Taito
10	-	Blades of Steel	Nintendo

Well, there's a thing. The entire top four remains unchanged and all the rest are new entries! A pretty good list of games, but MegaMan2 definitely deserves the top slot. World Wrestling looks destined for better things too...



▶ MegaMan2 finally hits the charts.



PC ENGINE

1	-	Parasol Stars	Taito
2	-	Dead Moon	NEC
3	4	Bomber Man	Hudson
4	5	Jackie Chan	Hudson
5	3	Aeroblasters	Kaneko
6	1	OutRun	NEC
7	2	Champion Wrestling	Taito
8	-	JB's Murder Club	NEC
9	-	Violent Soldier	NEC
10	-	Formation Soccer	NEC

Where's SCI, we ask ourselves? Oh well, Parasol Stars hits the top and there's even a CD-ROM game in the chart. Spooky, huh? Thanks to Console Concepts of Stoke for the chart.

▲ The superb Bomber Man climbs to number three.

▶ Formation Soccer returns to the Engine chart.

▲ The Turtles hang on in the C64 chart.

C64

1	11	OutRun	Kixx
2	-	Super Scramble Simulator	Kixx
3	3	Teenage Mutant Hero Turtles	Imageworks
4	-	Real Ghostbusters	Hit Squad
5	-	Cavemania	Atlantis
6	-	Rambo 3	Hit Squad
7	5	Paperboy	Encore
8	1	R-Type	Hit Squad
9	-	Quattro Adventure	Code Masters
10	7	Dizzy Collection	Code Masters
11	4	Operation Wolf	HitSquad
12	-	Kenny Dalglish Soccer	Zeppelin
13	9	Daley Thompson's Challenge	Hit Squad
14	19	Target Renegade	HitSquad
15	-	Hong Kong Phooey	HiTec
16	2	Afterburner	Hit Squad
17	-	Skatin' USA	Hit Squad
18	-	Yogi's Great Escape	HiTec
19	-	Judge Dredd	Mastertronic
20	-	Predator	Hit Squad

The Turtles remain stationary at number three whilst the rest of the chart runs wild with budget gear - Outrun at the top, Predator at the bottom. Will next month change anything?

CVG TIP FOR THE TOP

Well, the cynics among us may go for one of many budget releases on offer, but who knows? Maybe the superlative Lotus or Ninja 3 will grace us with their presence...

SEGA

1	-	Mickey Mouse	Sega
2	1	Golden Axe	Sega
3	3	Ninja	Sega
4	-	Indiana Jones	USGold
5	2	Wonderboy 3	Sega
6	-	World Soccer	Sega
7	9	Golfamania	Sega
8	6	World Cup Italia'90	Sega
9	-	Paperboy	USGold
10	-	Impossible Mission	USGold

US Gold's exceptional Sega gear finally ends up on the shelves and in the charts, but what's Impossible Mission doing at number ten? At least Mickey Mouse deserves to hold the coveted number one position, knocking down the brill Golden Axe.

▼ The best Sega game in ages hits the top slot.



▲ Last month's number one falls to the tenth slot.

AMSTRAD

1	-	Cavemania	Atlantis
2	3	Double Dragon	Mastertronic
3	2	Afterburner	Hit Squad
4	-	Real Ghostbusters	HitSquad
5	-	R-Type	Hit Squad
6	7	Operation Wolf	Hit Squad
7	-	Super Scramble Simulator	Kixx
8	1	Teenage Mutant Hero Turtles	Imageworks
9	-	Defenders of the Earth	HiTec
10	4	Vigilante	Kixx
11	11	OutRun	Kixx
12	-	Quattro Combat	Code Masters
13	-	Continental Circus	Mastertronic
14	-	Match Day 2	Hit Squad
15	-	Hong Kong Phooey	Hi-Tec
16	16	Kwik Snax	Code Masters
17	-	Run the Gauntlet	Hit Squad
18	-	Track Suit Manager	Hi-Tec
19	-	Daley Thompson's Challenge	Hit Squad
20	-	Fighter Pilot	ByteBack

Ho hum. The Amstrad charts of late have been about as exciting as a candlelit dinner with next door's goldfish. Budget, budget and more budget with only the Turtles entering the full-price stakes.

CVG TIP FOR THE TOP

The Hit Squad have got a pretty good line-up for you cheapo-purchasing Amstrad owners, so we reckon it could well be one of their games hitting the top next month.

▼ Aeroblasting thrills hit number five!



SPECTRUM

1	-	Real Ghostbusters	Hit Squad
2	4	Teenage Mutant Hero Turtles	Imageworks
3	-	Rambo 3	Hit Squad
4	13	Vigilante	Kixx
5	-	Double Dragon	Mastertronic
6	-	Cavemania	Atlantis
7	12	Match Day 2	Hit Squad
8	-	Dizzy Collection	CodeMasters
9	11	Paperboy	Encore
10	1	Afterburner	HitSquad
11	9	Target Renegade	Hit Squad
12	2	Kenny Dalglish Soccer	Zeppelin
13	10	Operation Wolf	Hit Squad
14	15	Hong Kong Phooey	HiTec
15	-	Daley Thompson's Challenge	Hit Squad
16	-	Barbarian 2	Kixx
17	7	Outrun	Kixx
18	-	Thunderblade	Kixx
19	3	Defenders of the Earth	Hi Tec
20	8	Track Suit Manager	HiTec

Looking just like the chart of a couple of years back, this list doesn't make for the most inspiring reading. Where's all the full-price gear gone? Only the Turtles remain...

CVG TIP FOR THE TOP

Who knows? Any one of a billion budget titles could occupy the top slot next month. Let's hope it's something at least halfway decent, like Mastertronic's Xenon for example.


▲ Magical Flying Turbo Hat excitement at number two.

MEGADRIVE

1	3	Gynoug	Masiya
2	4	Magical Flying Hat Adventure	Sega
3	1	Mickey Mouse	Sega
4	5	Gavares	Sega
5	6	Aeroblasters	Kaneko
6	-	Ultimate Tiger	Sega
7	2	John Madden Football	Electronic Arts
8	-	Shadow Dancer	Sega
9	-	Ringside Angels	Sega
10	8	Dick Tracy	Sega

The fab Gynoug takes the top slot followed by the improbably named Turbo Hat Adventure. Dick Tracy loses two slots - and it's only just come out. What's going on? Who knows? Who cares? Thanks, as ever, to Console Concepts of Stoke for the chart.

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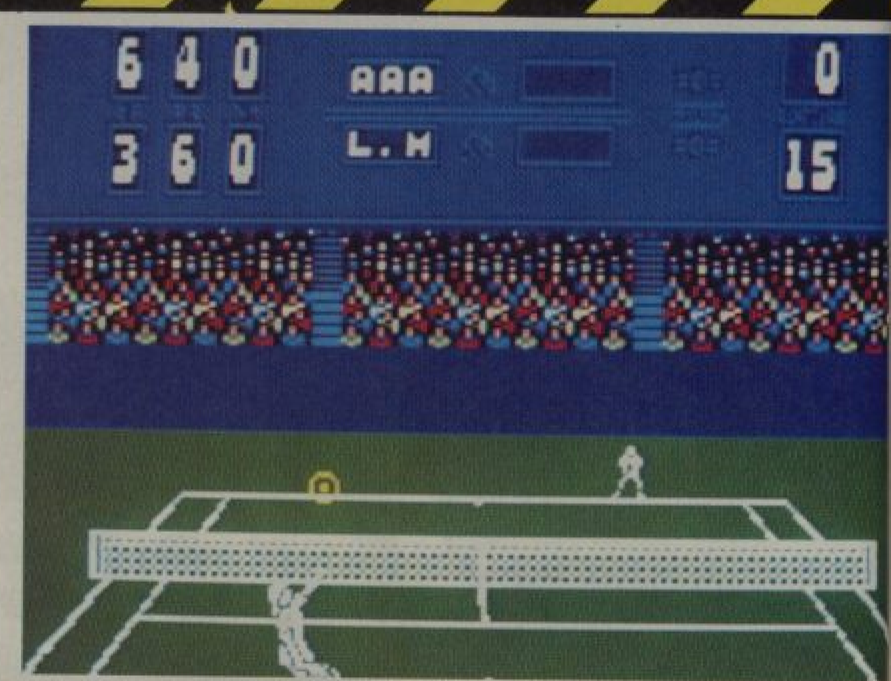
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More cheapo gear raises its ugly head this month in the Amstrad annals of computer entertainment. To add insult to injury, they're all re-releases - not a single original release there at all! Richard Leadbetter scoops up the latest releases and heads for the CVG games room...

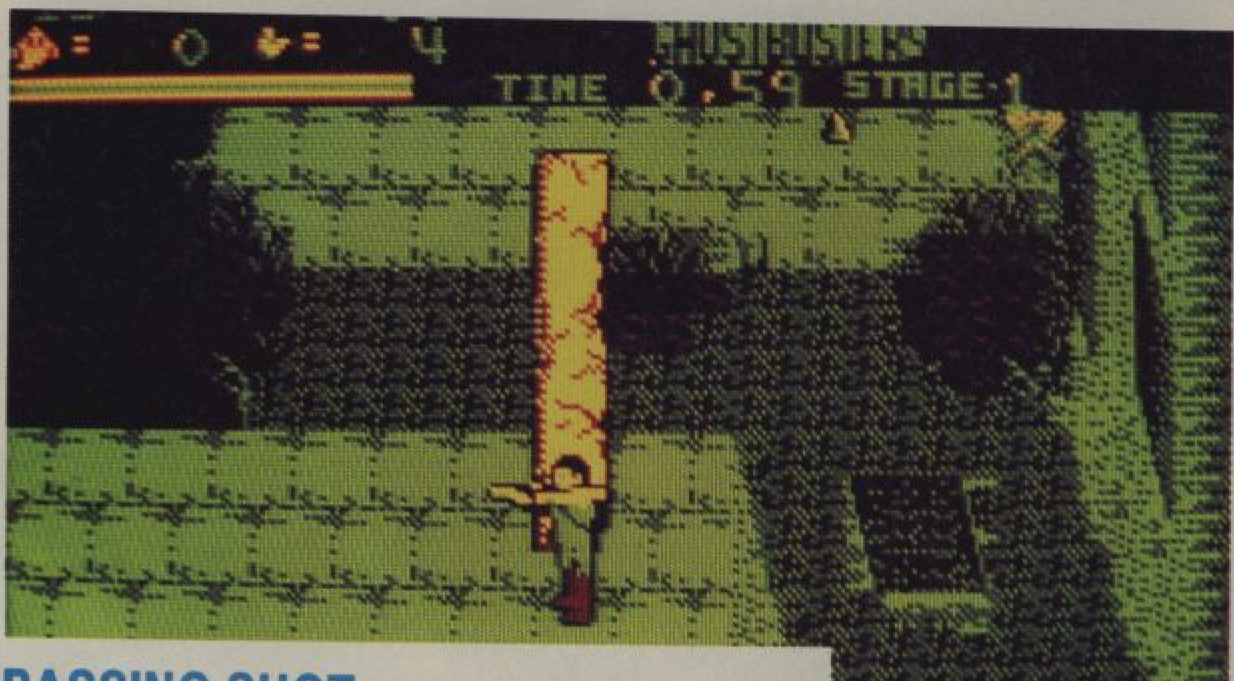


DRILLER

HIT SQUAD **£2.99**

When the first Freescape game was released, the world and his uncle were extremely impressed by the combination of a real 3D environment and puzzling elements. The Amstrad version was the best 8-bit version with relatively fast 3D graphics and plenty to keep you at the computer. Depositing gas rigs has never been so much fun, so buy this game as soon as is humanly possible.

OVERALL 92%



PASSING SHOT

ENCORE **£2.99**

Take to the digital Tennis courts with this new Encore re-release, previously available under the auspices of Imageworks. This game is a conversion of an obscure Sega coin-op which never really hit it big, and looking at the conversion, that's not surprising. This game is visually unexciting and the gameplay's about as inviting as a two-week holiday at the local abbatoir. Even if you're a Tennis fanatic who can't get enough of hitting balls, avoid this average effort.

OVERALL 59%

CONTINENTAL CIRCUS

MASTERTRONIC PLUS **£2.99**

Teque's conversion of the Taito coin-op wasn't bad at all when it was first released many moons ago, and this situation hasn't changed now that the game has been released on budget. The road racing excitement might seem a tad dated, but otherwise there's plenty to keep you occupied as you travel the world participating in each race. Try it out if you're into this sort of thing.

OVERALL 79%

THE REAL GHOST BUSTERS

HIT SQUAD **£2.99**

Here's something weird, and it don't look good. Featuring a bizarre set of colour schemes, the Real Ghostbusters is an inferior Commando-type game that shouldn't really be purchased at all. The best thing that can be said about it is that it's quite nippy, but the scrolling's jerky and the gameplay repetitive and the game soon annoys.

OVERALL 59%

...NEWS FLASH...

...**Infogrames** have released 8-bit versions of their ageing 16-bit strategy game, **North and South**. North and South originally started out life as a comic book and the cartoon style graphics have made it into the 8-bit conversion. Hopefully the groovy tunes will be there too. We'll let you know as soon we receive our review copy...

...The **prices** of Amstrad's leisure computers have **dropped**. The **GX-4000** console now retails at **£79.99** - that's a **saving of £20.00**. The **Plus range** of computers has also come **down in price**. However, the cheapest you can buy a **464 Plus** for is still a wad-annihilating **£179.99** - and that's only with a grotty monochrome monitor...

...Gremlin have announced their intention to release **Switchblade** on the **Amstrad** in **cassette** form. The cartridge game, though a little spartan in its colour schemes, had **joypad-busting playability** - and the word is that the **cassette versions** (though graphically inferior) are **actually faster than the cartridge game!** Is it true? Stay with CVG for the definitive review...

Plenty of interest to keep you Amiga owners occupied this month, including a brace of new budget games. Cor! Richard Leadbetter and Paul Glancey give you the low-down.

CONTINENTAL CIRCUS
16 BLITZ PLUS £7.99

Burn up the speedways in your super-woofer Formula One beast. Continental Circus looks and plays quite similarly to the Taito coin-op, but it's rather easy and the concept itself isn't far removed from the days of Pole Position. Formula One addicts should have a look.

OVERALL 78%

GEM' X
KAIKO £24.99

A Jappo-Germanic puzzle game in which you have to change the colours in a pattern of gems on the left of the screen until it matches the layout on the right. Very easy to pick up, and there are lots of nice attract screens, but it's not going to replace Tetris.

OVERALL 75%

HILL STREET BLUES
KRISALIS £24.99

Based on the long-running American cop show with a conscience, this icon-driven strategy game is set in a scrolling cityscape and your objective is to use the Hill Street officers to effectively deal with any "situations". A good use of the licence (where's the music though?) but the gameplay is a bit too complicated to be totally engaging.

OVERALL 74%

ESCAPE FROM COLDITZ
DIGITAL MAGIC SOFTWARE £24.99

The title explains it all really. Strut the isometrically-scrolling corridors of Colditz attempting to find a way out, avoiding the evil Nazi guards on the way. The repetitive nature of the game makes it quite tedious after a while - long before you've escaped from the infamous prison.

OVERALL 63%

SKI OR DIE
ELECTRONIC ARTS £24.99

Five snowballing events are yours for the taking in this Amiga version of the fab PC game. Ranging from the innertube thrash to the downhill blitz, all of the events have smart graphics and Rob Hubbard sound. A weird and wonderful sports game which shouldn't be missed.

OVERALL 87%

BATTLE STORM
TITUS £24.99

Boasting 50 frames a second screen update, Battle Storm is at first sight a good, smooth, shoot 'em up. What lets it down are the dowdy colour schemes and the unspectacular power-ups and enemy sprites. Also, don't play it in easy mode, or you'll finish it in one go (as blasting klutz Paul did).

OVERALL 75%

JUDGE DREDD
VIRGIN GAMES £24.99

We didn't think much of Virgin's interpretation of Judge Dredd when we reviewed it on the ST, and unfortunately, the Amiga game is much the same. The platform game we have here isn't Dredd-ful, it's just remarkably average on all counts. A waste of the licence (again).

OVERALL 59%

...NEWS FLASH...

...We still wait with bated breath for the Amiga version of **Midwinter 2: Flames of Freedom**. Apparently the game was being developed alongside the ST version we reviewed last month. Hopefully next month the situation will have changed, but until then...

...**Lucasfilm's The Secret of Monkey Island** is just about ready for release. From what we've seen of the Amiga version it promises to be **exactly like the brilliant** PC game, with all the excellent graphics and laugh-a-minute japes included. Expect a review in Bytesize next month...

...Mirrorsoft's budget release schedule is bulging, with plenty of new games about to appear on the shelves at the very amiable price of **£9.99**. The next batch of releases promises to include the likes of **Lords of the Rising Sun** and the original **Falcon** - both of them great games and a steal at the price...

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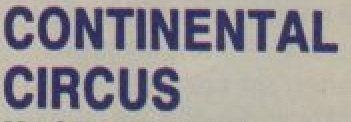
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Plenty of action in the C64 scene this month with loads of pretty decent games to keep you C64 gamers occupied. The big release this month must be System 3's Premier Collection, but more of that later. Richard Leadbetter takes the reviewer's hot seat armed only with his asbestos trousers.

GREAT GURIANOS
ENCORE £2.99

Great Gurianos has never been released before on its own (thank God) but unfortunately, Encore have exhumed this awful game and given it a new lease of life. They shouldn't have bothered. Tedious and unexciting gameplay combine with the awful graphics to make this a game that should be avoided at all cost. Its one redeeming feature is the pleasing music, but this alone doesn't justify the price tag.

OVERALL 44%



CONTINENTAL CIRCUS
MASTERTRONIC+ £2.99

Continental Circus is another tempting opportunity to became a Formula One driving fiend. Based on Taito's massive "real" 3D coin-op, this obviously doesn't have the same graphical quality of the coin-op (the 3D effect and the sprites are a bit ropey), but it's still surprisingly playable. If you're on the lookout for a cheapy road racer you could do a lot worse.

OVERALL 76%

CLUEDO MASTER DETECTIVE
LEISURE GENIUS £9.99

As Sherlock Holmes would say: "The game is afoot!". Mr Boddy (a dead cert for a corpse if ever there were one) of Boddy Manor has met with a grave and horrific death and as an expert Cluedo player, it's your job to sort out the mess and find the killer. Just like Diplomacy, this game is well-presented and faithful to the board game, so Cluedo fans'll probably flip for this.

OVERALL 70%

DIPLOMACY
LEISURE GENIUS £9.99

"The game of international intrigue" reaches the C64 courtesy of Leisure Genius. The board game is something of a cult (Diplomacy players have been known to marry (and divorce!) because of the game!) with loads of backstabbing and cunning required to take over the world. This interpretation is very well-presented, though apart from the computer players, it's no real progression from the board game.

OVERALL 70%



PASSING SHOT
ENCORE £2.99

Sega's virtually unknown tennis coin-op (it never reached British shores!) was never really that much cop at all. The mixture of top-down and 3D arcade action doesn't seem to work very well, and the range of shots is pretty limited. I wouldn't buy this if I were you.

OVERALL 59%

THE SYSTEM 3 PREMIER COLLECTION
SYSTEM 3 £15.99

Sixteen quid buys you one of the best compilations I've ever laid eyes on for the C64. Last Ninja 1 and 2 have been included in the package and this alone yields hours of game-playing satisfaction (if you haven't played them before). Flimbo's Quest is a fun scrolling platform game and Dominator is a pretty uninspiring shoot 'em up. This leaves Myth and International Karate - both of which are excellent games that deserve to be in your collection. For sixteen quid (twenty on disk), this is great value for money. Buy, buy, buy!

OVERALL 95%



...NEWS FLASH...

...Word has it that the future of **Commodore games on cassette** is very **doubtful**. In a rather bizarre move, **Commodore are continuing to ship the best-selling C64 - but without the addition of either a datacorder or a disk drive!** Commodore still want the C64 to be seen as a cartridge-based machine (even after the disappointment of the C64GS console), so future owners will **have to buy** either **a C2N datacorder or a disk drive** to access the vast library of C64 games. Perhaps this indicates that Commodore are putting their weight behind further C64 cartridge-only products like System 3's Last Ninja 3...

...If you're after one of the best road racers available for the C64, then look out for **Gremlin's Lotus Turbo Esprit Challenge**. It looks like being the **best thing since Pitstop 2**, featuring the same brand of split-screen two-player antics. Apparently, it ranks as **the speediest road racer** yet seen **on the C64** - certainly worthy of the Lotus name! As soon as we're handed a finished copy, we'll review it here in Bytesize...

There's a veritable avalanche of goodie Gameboy gear out at the moment, both official and unofficial releases! Pausing only to retrieve his Gameboy from the murky depths of his Puma sports bag, Richard Leadbetter takes a gander at the latest releases.

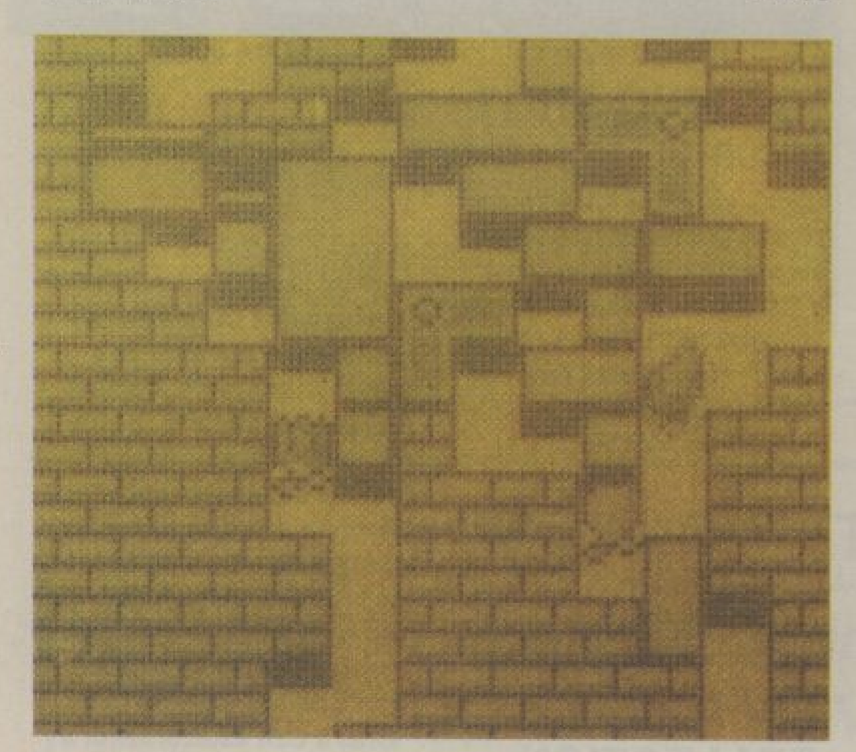


ROBOCOP

OCEAN AMERICA **£25.99**

Featuring the same brand of horizontally scrolling death and sub-level puzzle games, Robocop is graphically and sonically average. The gameplay itself is also a bit on the frustrating side, and many Robo-deaths occur before you even conquer the first level! If you can put up with that, this isn't a bad offering.

OVERALL 72%



CONTRA

KONAMI **£20.00**

Better known as Gryzor to hardened UK arcadesters, this conversion ranks as one of the best Gameboy carts in existence! The side-on view horizontally scrolling carnage continues in this version and there's even a couple of levels' worth of Ikari Warriors-type vertically scrolling laser death thrown in for good measure. A definite "must buy".

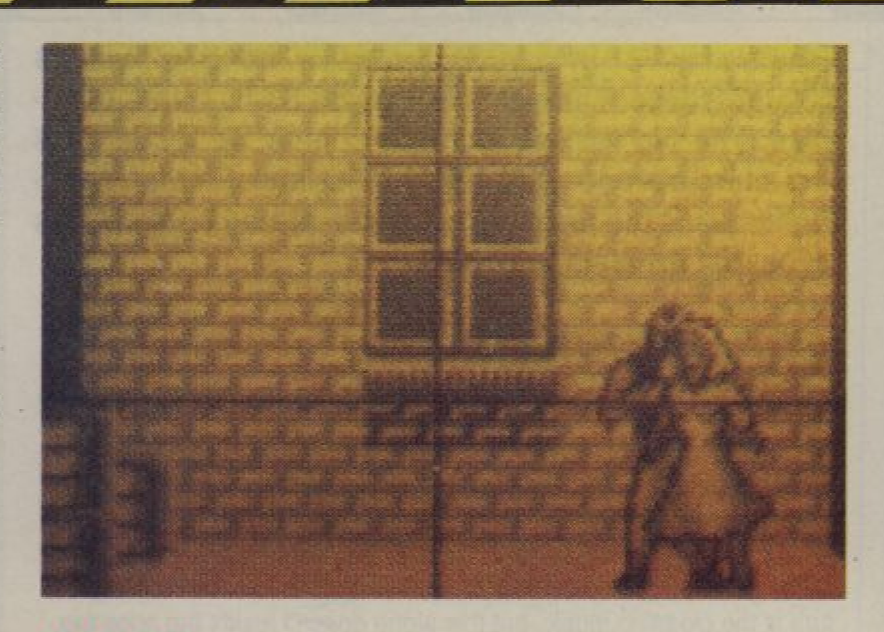
OVERALL 93%

BALLOON KID

NINTENDO **£19.99**

This bizarre release stars a girl who flies around the horizontally scrolling screens with the aid of a clutch of balloons! Watch out for the evil sprites and spikes, desperate to pop your balloons! Strangely addictive, Balloon Kid is quite enjoyable - but the repetitive action makes it a short-lived game.

OVERALL 68%



KWIRK

NINTENDO **£19.99**

Kwirk is a very strange puzzle game that revolves around the antics of a man who wanders around rooms pushing revolving doors around to find a route to the exit. But pushing one door might close off another part of your route, so plenty of brain-power is the prescription for success. Puzzle freaks will undoubtedly get a good kick out of it.

OVERALL 88%

REVENGE OF THE 'GATOR

NINTENDO **£19.99**

There's a distinct lack of decent Gameboy pinball games, but Revenge of the Gator turns out to be one of the best games of its type ever! There're loads of hidden bonuses and ball movements so realistic, you'll be trying to tip the Gameboy about to tilt the table! Another essential buy for self-respecting Gameboy owners.

OVERALL 93%

CHASE HQ

TAITO **£24.99**

Oo-er! Someone's definitely made a cardinal cock-up when it came to converting Taito's car chase coin-op onto the Gameboy. We're talking hideous 3D graphics, wobbling sounds and almost non-existent playability. Ignore the big name and leave this cart well alone.

OVERALL 31%

...NEWS FLASH...

...Another **official** Gameboy release worth a look is **the Amazing Spider-Man.** Based on the popular comic, this game involves the wife-rescuing exploits of everyone's favourite web-slinger. Loads of different webs and plenty of **Shinobi-esque playability** make this one to keep the eyes peeled for...

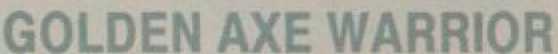
...By the time you read this the **imported versions** of Irem's **R-Type** should be available in this country. Apparently the game was programmed by one of Activision's programming teams in the UK and **all of the levels and power-ups have been incorporated.** We'll be reviewing it as soon as possible...

...Out now is Mindscape's conversion of **Paperboy**, priced at **£19.99.** From what we've seen of the game, the graphics look



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Plenty of Sega products on offer this month, ranging from pretty good to pretty abysmal. There's plenty of heavy duty licensed names as well, including Strider, Dynamite Duke and Ghouls 'n' Ghosts. Trying to sort out the wheat from the chaff, Richard Leadbetter takes a trip into Sega-land.



GOLDEN AXE WARRIOR

SEGA **£29.99**

All this has in common with the superb Sega beat 'em up is the title! Golden Axe Warrior is in fact a sprawling medieval RPG with little or no excitement on offer. The one redeeming feature is the size of the game (and the battery back-up), but in all other departments it's severely lacking. A big disappointment for Golden Axe fans.

OVERALL 42%

GHOULS 'N' GHOSTS

SEGA **£29.99**

Another arcade conversion, Ghouls 'n' Ghosts casts you as Sir Arthur whose job is simply to traverse the multi-directionally scrolling playfield, using a choice of magic and weapons to deal with the undead. The graphics and sound are very close to the coin-op and the playability isn't bad either with only a few minor glitches in the collision detection throwing a spanner in the works.

OVERALL 81%

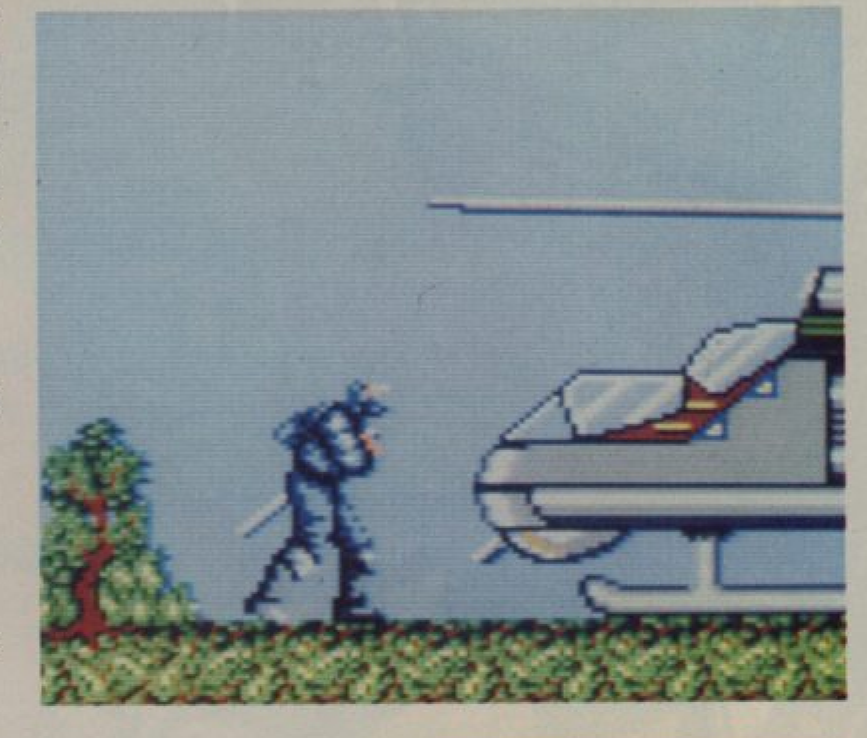


HEAVYWEIGHT CHAMPIONSHIP BOXING

SEGA **£29.99**

This boxing game (converted from the coin-op of the same name) suffers from the fact that the excitement is short-lived. With two players you only have one fight together, and in one-player mode there are only five boxers to confront. The action is a tad repetitive after a while as well. Not a complete disaster, but a little thought could have made it a lot better.

OVERALL 69%



CYBER SHINOBI

SEGA **£29.99**

It's Joe Mushashi versus the evil Cyber Zeed in this 21st Century version of Shinobi. This is actually inferior to its prequel and though the graphics might look fine in a static state, they move jerkily. What's worse is that Cyber Shinobi is seriously lacking in challenge - I completed it on my second attempt, so Shinobi fans should stick with the original.

OVERALL 46%

DYNAMITE DUKE

SEGA **£29.99**

Contending with Op Wolf for the title of top Sega Mow 'em Down is this conversion which is remarkably similar to the coin-op. The graphics and sonics are both polished and the gameplay, though limited, is very entertaining with there plenty of power-ups spicing up the action. The only problem is that the game is too easy to complete and you may even do it on your first go, so if possible try before you buy.

OVERALL 78%

...NEWS FLASH...

...Out and about soon on the Master System is **Joe Montana's Football** - another American Football game for the Master System. This is a conversion of the Megadrive game that's available now on import (which has been overshadowed slightly by the superlative **John Madden Football**) and we should have a copy available for review next month...

...Just in case last month's Sega Moonwalker news piece didn't make it obvious, we'd better point out that you **only** get the **Moonwalker game and video** when you buy a **Master System** or **Megadrive,** and you can't buy the pack separately...

...**Mirrorsoft** are set to release **Xenon 2** on the **Master System!** According to people who've seen the game in action, it's looking a tad on the good side with some incredible visuals! Mirrorsoft have also got games like **Back to the Future 2** lined up for release. Apparently this game follows a similar theme to the average computer games released last year...

Yet more budget re-release malarkey makes up the Speccy scene this month, and there's not really that much worthy of note, apart from HiTec's latest cartoon tie-in. Armed with a fistful of new games, Richard Leadbetter puts on his technicolour reviewing hat and comes back with these reports.

PASSING SHOT

ENCORE **£2.99**

Time to stride on down to the tennis court and whack some yellow balls about in this Speccy adaptation of the unknown Sega coin-op. Switching between top-down and 3D views, this isn't an awful Tennis game, but aspiring Edbergs should look elsewhere. Come to think of it, Psion's antique Match Point offered superior playability so look around for that instead.

OVERALL **68%**

SCOOBY AND SCRAPPY DOO

HITEC **£2.99**

Take control of Scrappy Doo in search of Scooby and the wimpy Shaggy in this horizontally scrolling platform romp. There are four pretty large levels to conquer and the game itself is good, solid entertainment. The graphics (though monochromatic) capture the knockabout atmosphere of the cartoon and there is a nice variation in the backgrounds and sprites. The gameplay, although simple, is very entertaining. One for Speccy fans to keep their eyes peeled for.

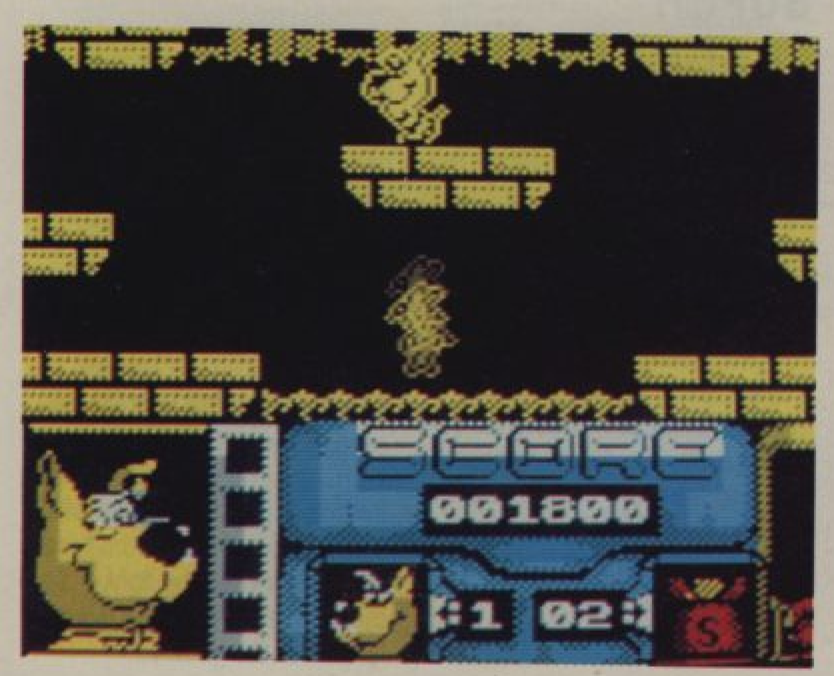
OVERALL **88%**

CONTINENTAL CIRCUS

MASTERTRONIC PLUS **£2.99**

Ready yourself for plenty of high-speed thrills, spills 'n' automobiles in this re-release of the Sales Curve's version of the 3D Taito coin-op. Obviously, the "real" 3D and the superb graphics are missing, but this game is still pretty playable and ranks as one of the better road racers that we've seen of late. Check it out.

OVERALL **80%**





GREAT GURIANOS

ENCORE **£2.99**

"Previously unreleased on its own!" reveals the packaging and once loaded in you can see why. The sprites are hideously animated with obscene colour schemes, and the sword-slashing playability is non-existent due to dodgy response and tedious gameplay. The coin-op featured banal gameplay and this conversion captures that aspect perfectly. Save your dosh for something different.

OVERALL **39%**



...NEWS FLASH...

...Gremlin's awesome scrolling Super Sprint-esque effort, **Super Cars** has finally been **released on the Spectrum**. Of course, the graphics aren't quite as brilliant as the Amiga, but they're still pretty good and all the road racing action has been packed in. Keep your eyes peeled for this one...

...More Gremlin news comes in the form of **Lotus Esprit Turbo Challenge!** This cracking game received **94%** in these hallowed pages when the **Amiga version** was first reviewed. We've had a good look at the Speccy version and although all of the features of the 16-bit game have been retained, the game does play **a little on the slow side**...

...Old hat on the 16-bit machines but **brand new on the Spectrum** is **North and South**, **Infogrames** strategy game based on a French comic. From what we've seen, the game looks **remarkably similar to the Amiga game** and even the sound is close too! If you're into this sort of thing then this is a must...

BYTESIZE MEGADRIVE

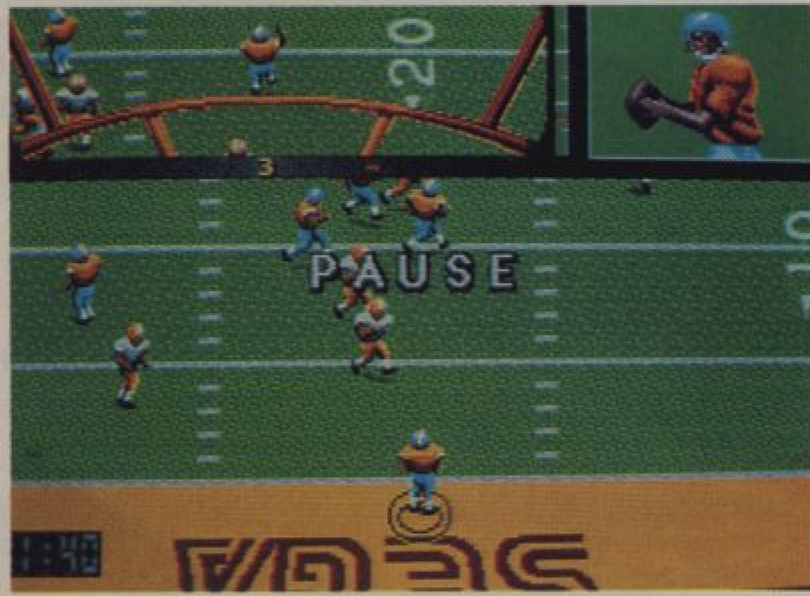
This month's Megadrive Bytesize has a distinctly American sporty feel to it, as Robert Swan found out, but as per usual, a shoot 'em up manages to work its way in...

JOE MONTANA FOOTBALL

SEGA **£37.00**

I'm no big fan of American football (good ol' soccer's more my thing), but I know enough to realise that Joe Montana is nowhere near as thrilling or entertaining as the superlative **John Madden**. So, if gridiron is your bag, go for that instead.

OVERALL 77%





SUPER REAL VOLLEYBALL

SEGA **£37.00**

Unfortunately, this conversion of the US beach-sport isn't nearly as fab as it could have been. The graphics are rather poor - flat, horizontally-scrolling court and the animation isn't particularly eye-catching. Sound is ok, but it hardly stretches the Megadrive's capabilities and yes, I'm afraid to say, gameplay is basic and ultimately dull. It may appeal to die-hard volleyball freaks - is there any such person?

OVERALL 52%

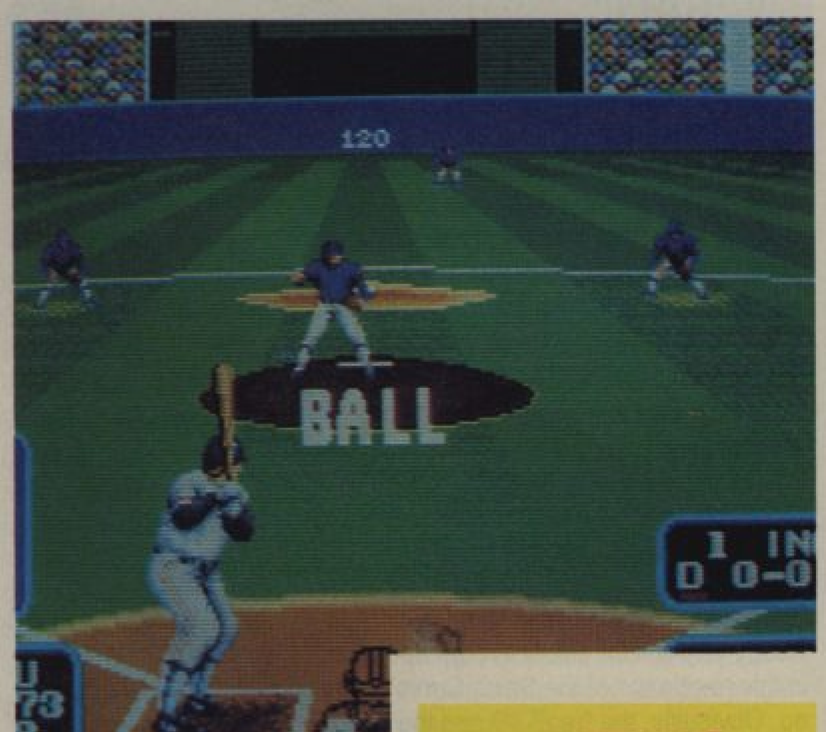
ULTIMATE TIGER

TRECO **£37.00**

Having enjoyed the quite addictive PC Engine version of this vertical scroller, I was rather disappointed to find that the Megadrive version falls down drastically, both in audio-visual and playability aspects. In the end, it's "just another blast", and not a very good one at that.

OVERALL 66%





SUPER LEAGUE BASEBALL

SEGA **£37.00**

All the fun of a silly American pastime, the basis of which they pinched off us British anyway, in the form of this lovely Megadrive release. Featuring everything you'd expect to find in a Baseball sim, such as throwing balls, hitting balls, etc, Super League has a much more arcadey feel to it than most other games of this type, and for that it comes up trumps.

OVERALL 86%

...NEWS-FLASH...

...Coming soon to a Megadrive near you: **Pit Fighter**, courtesy of **Tengen**, **Fantasia**, based upon the awesome Disney movie starring Mickey Mouse, **The Amazing Spider-Man**, and a conversion of the cracking Sega coin-op, **Alien Storm**...

...An update on the eagerly-awaited **CD-ROM unit** for the Megadrive - all would-be mega-memory fanatics are going to have to wait until **the end of the year** (at least) before the hardware even sees the light of day - then you'll have to wait even longer for the games...



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BY OCEAN



All hell's breaking loose down in the jungle! One minute, everything's normal, the next, an evil witch has spirited away the lovely Miho, and turned her beefcake boyfriend Toki into an ape! So, rather than monkey about, or go bananas, Toki is out to find his girl, and regain his manhood.

This entails leaping around numerous platform-strewn levels, climbing vines, spitting deadly monkey phlegm at myriad nasties, and, gibbon half a chance (yurrgh!), picking up the power-ups and bonuses that lie scattered about. Also in the offing is an American Football-style helmet, with which you can nut (monkey nut - geddit? No? Oh, never mind...) any creepy-crawly stupid enough to get too close for comfort!

TOKI






▼ *Plenty of monkey business (and awful captions)*




▼ *Toki faces up to the first end-of-level boss.*

PARLEZ VOUS OCEAN?

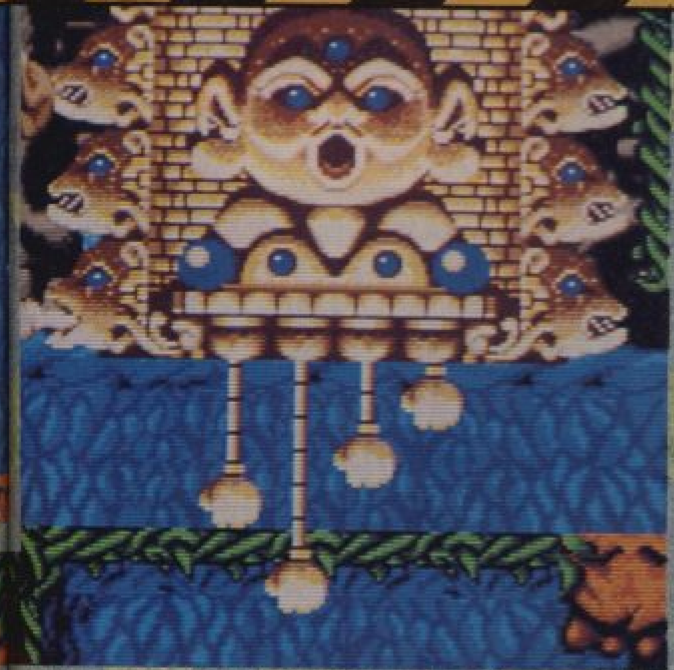
Ocean France are certainly no newcomers to the coin-op conversion scene - their past credits include Operation Wolf, the 16 bit versions of Plotting, and the excellent Pang. Currently in production is a conversion of Taito's cracking Snow Bros - for the full lowdown, check out the exclusive preview on page 106!

ROB SEZ...



Toki was a fun coin-op to play, but suffered from a severe difficulty problem - the whole thing was dead tough, and overly frustrating to say the least. The Amiga conversion is stunning in its audio-visual aspects, but unfortunately suffers from a similar problem. The graphics are little short of coin-op perfect, and the jolly, boppy jungle-style track is a treat to the ears. But after about half an hour of play, you just want to sling the joystick through the nearest window! All credit to Ocean France for a spot-on conversion, it's simply that the arcade original is too frustrating to be entertaining for any great length of time. More experienced arcadesters may well enjoy Toki, but your average joystick jockey will be pulling their hair out by the roots before long.

ROBERT SWAN



▲ Mi...el guardians threaten our hero!



▲ Get that token, Toki!

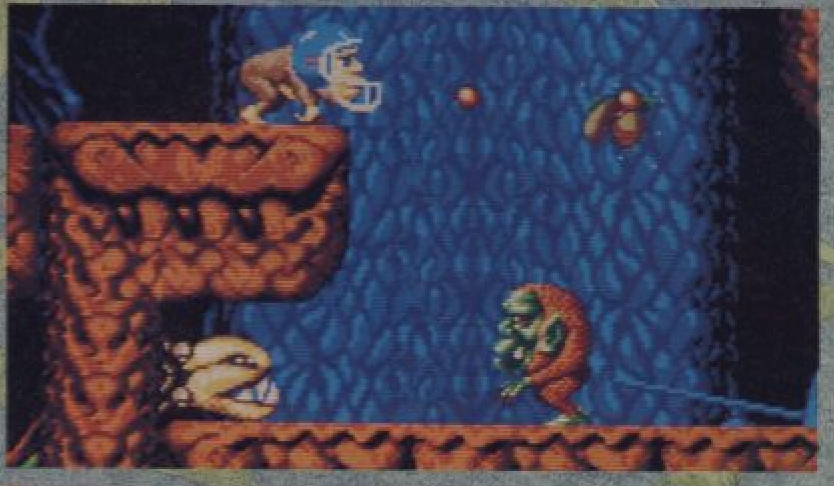
RICH SEZ...



Toki uses the Amiga's superior colour palette to the max. You get a great 32 colour picture here with some excellent shading on all of the sprites and brill parallax on the backdrops. The sound is similarly cool, with get-up-and-boogie toons and adequate effects. So, technically speaking, Toki is a great conversion in that it emulates the coin-op pretty well. Unfortunately, as Rob said, the coin-op was annoyingly difficult in places. It's a game of learning, not skill. Just as you think that you're doing well something'll drop on you without warning and you're dead. That's a shame really as it's only this aspect that makes the game unappealing. Credit where credit's due for making such a technically excellent game, but I don't think you'll get twenty-five quids' worth of entertainment for this one.

RICHARD LEADBETTER





▼ Toki gets mean!





RUMBLE IN THE JUNGLE

Toki's not exactly defenceless, but there are times when his firepower just isn't enough. To aid our hapless hero in his quest, power-ups have been dotted around, which bestow the following abilities:

POWER-UP Increases the size and speed of Toki's fireballs.

SPIN BLAST The shots from this spin out in front, a la R-Type.

SPREAD Two way shot, which dishes out a great deal of damage.

FLAME THROWER Equivalent to drinking half a gallon of paraffin, and setting light to it!

HELMET Allows Toki to headbutt any nasties that venture too close, but only for a short period of time.

UPDATE

Toki should be swinging onto the ST (£19.99), GX-4000 cart (£24.99), C64 cart (£24.99) and Spectrum (£10.99). How the other versions bear up will be revealed in future Bytesize sections - hopefully, the level of difficulty will be a heck of a lot easier!

AMIGA

GRAPHICS	89
SOUNDS	86
PLAYABILITY	79
LASTABILITY	75
OVERALL	**82**



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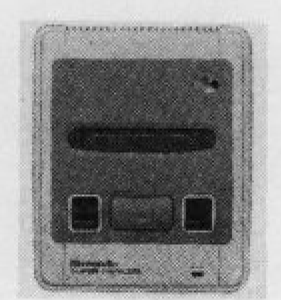
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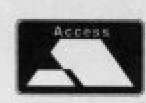
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Let us hearken back to the days of old, when the Gods themselves built a gigantic city steeped in legend - a city filled with great temples, hidden labyrinths, and treasures beyond mortal man's wildest dreams. But soon the Gods became bored with their paradise, and abandoned it to the forces of evil. it became a city of fear, a fortress of darkness filled with traps and evil creatures, and the lair of four powerful demons.

The Gods, in their rashness, laid down a challenge:

> Any man may earn, through skill and courage, a single favour of the gods if he will face the fear of the ancient city and slay the four great guardians who have stolen our citadel from us.

One man, mighty of build and skilled in the ways of war, has taken the Gods up on their promise. His one request - should he succeed in his quest, is that he should be allowed to stand amongst the Gods as an equal. Horrified with their mistake, but unable to go back on their word, the Gods can only watch and hope that the lone warrior's battle ends in failure...

▼ *Danger ahoy!*



▲ *The first evil guardian...*



WEAPONS OF WAR

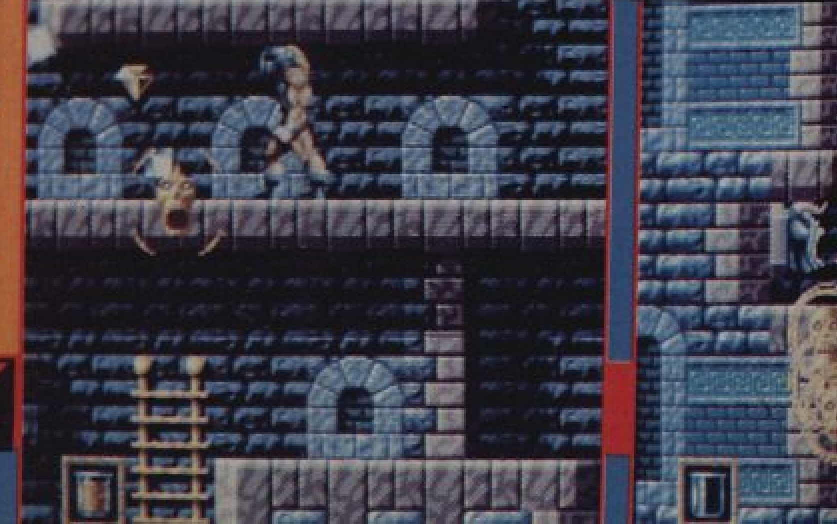
The first weapon the warrior finds is a meagre dagger but as you get further into the citadel, more powerful weapons can either be found or bought (more on that later), with which the warrior can increase his fighting potential:

SHURIKENS: Stronger than daggers, these weapons don't travel through platforms, but do a heck of a lot of damage to any denizen of the underworld that's foolish enough to get in the way!

FIREBALLS: A powerful weapon, Fireballs can be used at the same time as conventional weapons such as the dagger or shurikens.

AXE: A really hefty weapon, this not only continues on through creatures, but flies through platforms as well - any nasties out of range from shurikens or daggers will be obliterated by this!

SPEAR: Similar to the Axe, the Spear flies through both creatures and platforms, but does much more damage.





▲ *The key to the next world!*

POTIONS OF POWER

Like weapons, potions can be either found or purchased along the way to aid the warrior's struggle:

HEALTH: These come in two types; the small hearts restore half of your life energy, whereas the larger variety take it up to maximum.

DISTRACT: This causes all creatures to avoid you like the plague - either that or you're wearing the wrong aftershave...

ATTRACT: The reverse of the above - this causes all creatures to attack you on sight!

STARBURST: This is probably one of the most powerful items in the entire game - once used, the potion explodes into a shower of small stars. Any creature hit by one will explode into another burst of stars, and so on! Most effective if loads of

CVG HIT

tects you from all damage, but is limited in how long it can be used. The added problem is that it can only be bought from the shop! The second can be found anywhere in the city, and lasts until the end of the level, but only reduces the amount of damage sustained.
WIDESHOT: One of three shot directing tokens, these change the arc that the current weapon travels through, spreading the shot for maximum effect. Especially useful against airborne foes.



▲ *Loads of icons mean BIG points!*

▲ *Triple firepower excitement!*




▲ *Scooping up the bonuses*

UPDATE

GODS will soon be materialising on the PC, for the same price. Sorry, 8 bitters, but there are no versions planned for your machines.

▲ *Here's ths shop, and there's the shopkeeper below!*

WHO'S GOING TO THE SHOP?

Money can be collected from around the city in the form of crystals and diamonds. Most of these are collected from the various monsters wandering about, but secret rooms can be located, and these are usually filled with all sorts of goodies. If you're lucky enough to come across the shop token, a wandering trader appears - if you've got the readies, you can now purchase all manner of weapons and potions!



RICH SEZ...



Yeah, I agree with Rob. Gods is a bit on the tasty side. For the ST (and the Amiga come to think of it), the graphics are exquisite (though our hero walks a mite strangely) and the sound is fantastic. But nice graphics and sound don't add up to much on their own without a decent game to spice up the proceedings, so it's nice to see Gods delivering the goods. The mixture of platform puzzling and arcade action combines to make a game that is very satisfying to play. Special note must go to the power-up weaponry available during the game - it's just great, and the range of icons means you can choose your own favourite type of fire (accompanied by great sound effects here as well, I might add). Twenty five quid is a fat pile o' cash for a game, but Gods offers instant action and lastability too and is well worth every penny. Please have a look at this, it's one of the best 16-bit games I've played of late and a great debut for Renegade.

RICHARD LEADBETTER

ST

GRAPHICS	92
SOUNDS	93
PLAYABILITY	93
LASTABILITY	94
OVERALL	93

93%

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REVIEW

AMIGA £29.99
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BY US GOLD/SSI

All is not well in the city of Waterdeep. It's true, its citizens have suffered a turbulent past, what with the Troll Wars and the power struggle between the Guilds, but just when they had begun to enjoy peaceful prosperity, the shadow of a new evil has appeared on the horizon.

What and where this evil is, is a question that baffles the ruling Lords Magister, and so they have sent out a plea for heroes who can seek out the source of the problem and eradicate it.

And so it is that a party of four adventurers are commissioned to search the sewer system beneath Waterdeep. But every step of their journey is being watched by the malevolent force under the city, and it doesn't intend to let them live for much longer...

CVG HIT

We commission you to find the nature of this evil, and destroy it if you are able.

▲ The quest awaits...

▼ Meet Jon the elf.

Character Generation
JON
ELF MALE
MAGE
STR 18 AC 10
INT 18 HP 12
WIS 15 LVL 3
DEX 14
CON 17
CHA 18

Oops! Paul's ▶ taken the poison!

Give call to the heroes of the land, and let us choose our champions.

EYE OF TH...

A LEG...
Fantasy Role-...

CHARACTER BUILDING

Before the game begins, you have the option of starting the quest with a ready-made party of four adventurers, or creating your own.

To do this, you first select the race each character belongs to (these are the usual *Advanced Dungeons and Dragons* races - Dwarves, Elves, Gnomes, Half-Elves, Halflings and Humans), and this affects the classification you can then select for them. For instance, Dwarves are not magical beings, and so cannot become Mages, but they make good fighters.

Other typical AD+D character attributes are then set by the roll of simulated dice. You can reroll as often as you like, but if you would rather, you can fix the character's strength, dexterity, intelligence and so on, manually. That done, it only remains to provide that character with a name and a face and he or she is ready to join the group.



▼ A sticky situation...

▲ Whipping up a frenzy.

ANOTHER DUNGEON MASTER LOOKALIKE?

Anyone who has ever played FTL's classic *Dungeon Master* will find it very easy to accustom themselves with the workings of *Eye of the Beholder*. The whole environment is displayed in a 3D view, which updates as you take the party through the sewer. Similarly, all the creatures lurking in the corridors are displayed with large animated sprites which make monstrous noises as they attack.

Eye of the Beholder's control system is also similar to *Dungeon Master*'s insofar as you can use a mouse to click on an object from the 3D display and place it in any of the char-

PAUL SEZ...

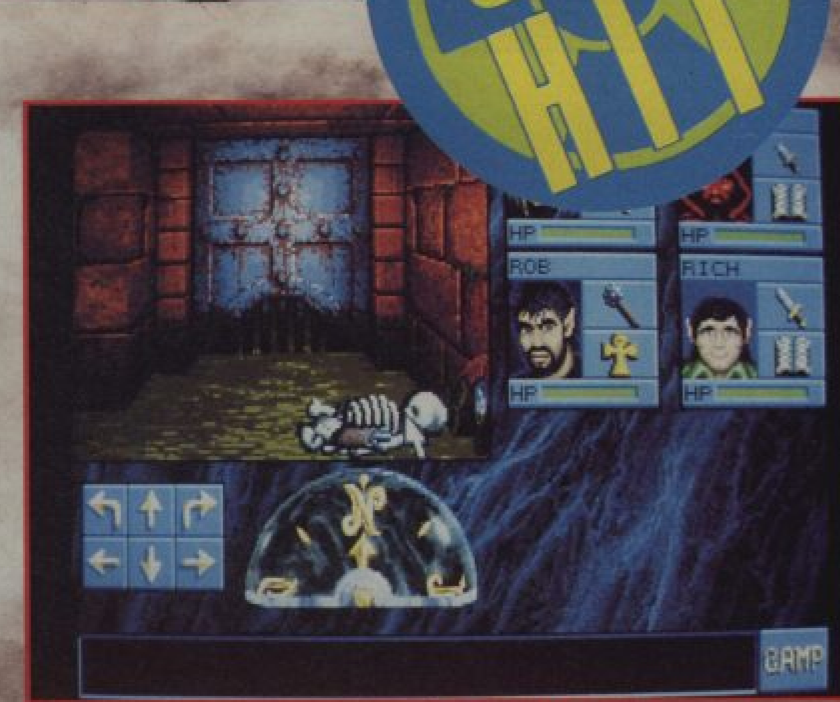
I'm not much of an RPG lover - all that business with calculating hit points and taking turns is a real atmosphere-killer, I think. But Dungeon Master was different; it was fast, you saw the fireballs whizzing at you, the monsters leapt out in front of you and screamed, and the puzzles were really clever too. So it became my all-time favourite game, and I've always been very wary of any lookalike that tried to steal its crown. There've been some good attempts, definitely, but until now, none has really matched the original for ingenuity, quality and atmosphere. Eye of the Beholder is the game that has changed that. Certain aspects of this game aren't quite as good as Dungeon Master (I preferred DM's concoct-your-own-spell system and the constant problem of running out of light was novel), but there are other aspects which are better, namely the ability to interact more fully with the sewer's denizens and recruit new adventurers, and the fact that the equipment screen and the 3D window can both be visible simultaneously. The only thing Dungeon Master had that this doesn't have was originality, but I'm prepared to let that pass if you will. Now FTL, beat this... please!

PAUL GLANCEY

CVG HIT



acters' inventory screens. Likewise, doors, secret buttons and interesting features are opened, activated or examined by placing the pointer over them and clicking.
The spell system is the main area where this game differs from *DM*. Instead of having to piece together spells from runes, a mage or cleric can memorise or pray for any which are within his capabilities while he rests. He will then have a "stock" of spells to use while exploring.



▲ *Death lurks at every corner.*



▲ *Halt, stranger!*

ROB SEZ...



I'm not what you'd call the greatest fan of this style of game - a good flight sim or a decent blast is more my thing - but Dungeon Master was definitely a title I could return to time and time again (the addictive nature and playability were enough to keep me hooked for weekends on end). Now Eye of the Beholder has arrived, and, as Paul says, there are certain factors here that improve upon the famed classic (the character interaction is absolutely excellent), but there are also a few niggling facets that leave a little to be desired, namely the delay whilst being attacked - this pause more often that not results in your taking a great deal of damage! The graphics and sound, however, are nothing short of stunning, and the sheer playability of EOB is enough to have the greenest adventurer frothing at the mouth. If RPGs are the thing to get your pulse racing, Eye of the Beholder will blow your mind. Grab it at the first opportunity, but be prepared to spend a l-o-o-o-o-n-g time playing!



ROBERT SWAN

JOIN THE PARTY

One of the other differences between *Eye of the Beholder* and Dungeon Master is the fact that the size of the party is limited to six, not four. Although you start with four characters, others often appear, offering their services later in the game. It's also worth collecting any bones you see along the route, as an accomplished cleric can usually resurrect them into a grateful adventurer! If you have a full party then come across a more capable character, it's possible to drop one of the current members to let the stronger adventurer join.
Also, the characters can be moved around within the formation, so that the stronger ones travel at the front to bear the brunt of any frontal attacks (although monsters can attack from any side!).

SPELL TO GET WELL

Three classifications of character have mystical powers which can be used to aid the quest. Clerics (and their associates, the Paladins) can call on the powers of the gods to heal and protect themselves and their friends. They can also use their power to injure their enemies, but Mages are more capable combatants, and even novices can project dangerous balls of energy at their enemies.
As well as using their stock of memorised spells, Mages and Clerics can make use of any magic scrolls they find during the journey, providing an instant spell whenever it's needed.

GETTING EQUIPPED

Each character starts the game armed and armoured pretty simply, and it is up to you to bolster their equipment as you progress. Plate mail armour affords greater protection than leather, Elves can make very good use of a bow and arrows, and Mages and Clerics can usually put potions and magic rings to good use.

Clicking on a character's face summons his equipment screen which displays the objects he has collected on his journey so far. The backpack on the left of the screen can hold 14 items, and the other boxes indicate where an object will be carried. There is a quiver for arrows, and a belt pouch which holds three objects (particularly useful for carrying daggers or darts, as the character automatically re-arms from the pouch as soon as a weapon has been thrown).

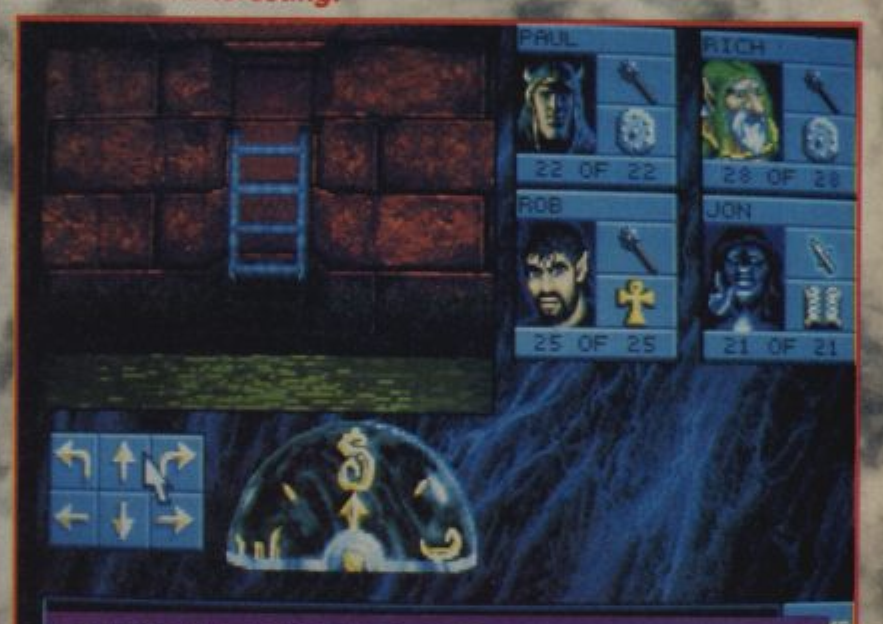
▼ Hole in the ground ahoy!



▼ A character confrontation...



▼ Hmmm.... interesting!



COMBAT MAN

On the main screen each character has two boxes by his name. The top one shows what is in the "primary hand", - this is the item which will be used as a weapon in any attack, so it's usually the best place to carry a sword or mace. The "secondary hand" is a good place to carry a shield.

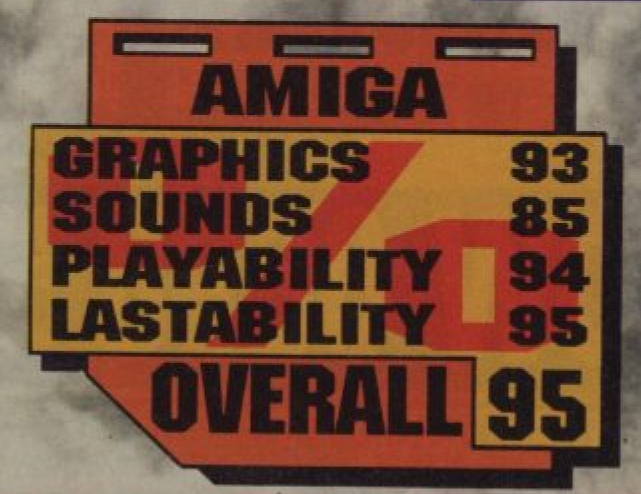
Should a monster manage to strike one of the party, that member loses some of his health points. If his health rating goes below zero he is rendered unconscious, and cannot fight again until he has rested and been healed. If the rating reaches -10 then that character dies and plays no further part in the game unless resurrected. Watch out for poisonous monsters which strike down your heroes with venom which continually saps their strength until they die or they're cured (and that can only be done by a fourth-level Cleric).

UPDATE

Alas, there are no plans to convert Eye of the Beholder to any other formats - not even ST!

RIDDLE-ME-REE!

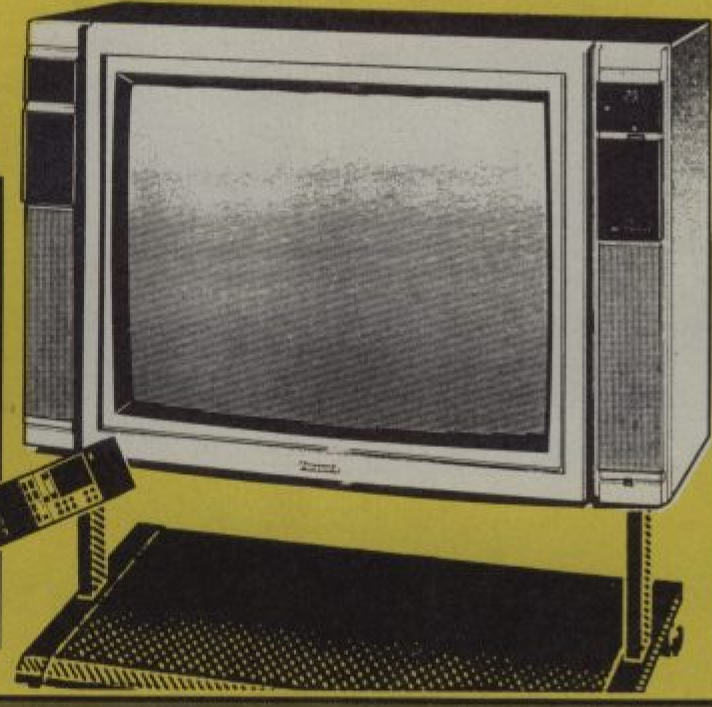
The sewers under Waterdeep are not all they appear, and even the three-level map provided with the game does not reveal many of their secrets. The creatures that wander the galleries have planted many traps to ensure their privacy. A locked door can be a frustrating obstruction, but not once you've found the key, picked the lock or used brute force to shove it open. Also, watch out for disguised wall switches which open and close pits, or operate teleports and elevator rooms. Some walls are simply illusions, so it's worth looking out for markings which could be Dwarvish runes of safe passage, as they may lead to treasure rooms... or perhaps something not so welcome!



PC	
GRAPHICS	94
SOUNDS	85
PLAYABILITY	94
LASTABILITY	95
OVERALL	96

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DICK TRACY	*CYBER POLICE*	*CHASE HQ*	*VIETNAM 1975*
ELEMENTAL MASTER	*FINAL MATCH TEN*	*HARMONY*	*JOY JOY KID*
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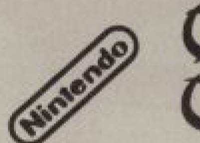
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REVIEW

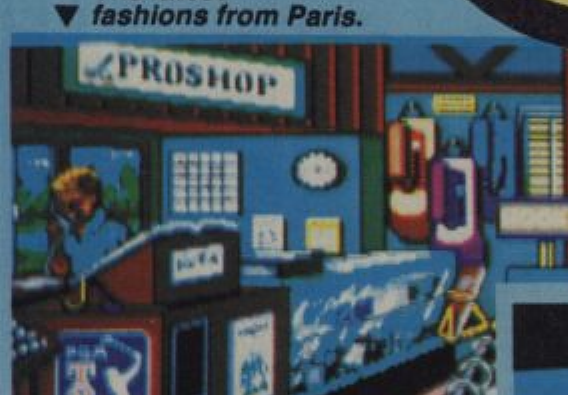
MEGADRIVE £39.99
AMIGA £24.99
BY ELECTRONIC ARTS

CVG HIT

PGA Tour Golf is a simulation of that most frustrating of pastimes, involving whacking a small rubber-coated sphere over a certain distance using clubs with either metal or wooden heads. The aim of the game is to get the ball into a cup embedded in a lawn using as few shots as possible. The less shots the hole takes, the more points you score. The player who took the fewest shots to finish the game (be it over nine or eighteen holes) wins - simple, yes?

PGA Tour Golf can have up to four players participating at once over four different courses, and there's even a battery-backed RAM option to save your tournaments to continue at a later date. Right, everyone ready now? Fore! (Cue thwack of ball closely followed by sound of breaking glass...)

The latest
▼ fashions from Paris.



PGA TOUR GOLF

Hole #3 162 yards Par 3

C at Sawgrass

stance: 159 yards

Wind

15 mph

WIND STRENGTH: It's quite a blustery day! This 17 mph breeze could send your 16 yard pitch onto the green a few feet off to the right.

DISTANCE POTENTIAL: At full whack, this club can take the ball 26 yards.

THE OVERSWING AREA: Let the stroke bar rove this far left and you get extra stroke power. BUT! Unless you hit the ball dead straight it's liable to zip off at a wild angle, so use with care!

◀ Get a quick look at your only enemy: the course!

The first

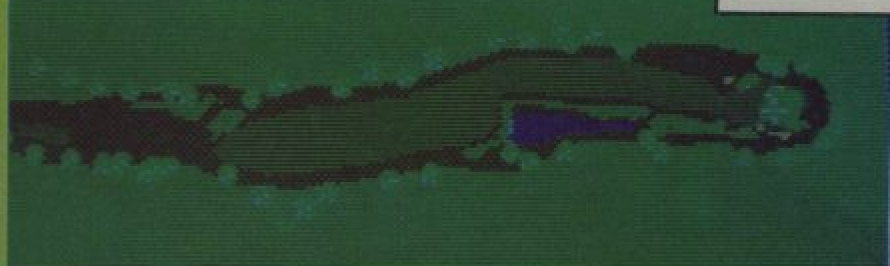
▼ Spot the

HOME, HOME ON THE RANGE

PGA Tour Golf has two practice ranges to help novice

A MATTER OF COURSE

PGA Tour Golf has a grand total of four different courses, each with their own tricks and traps. The first is the standard course, to give new players a chance to get used to the game, but the other three are a bit more difficult to get to grips with. The Tournament Players Club (or TPC) at Sawgrass in Florida is where the main tournament takes place, and is renowned for its difficult 17th hole. The PGA West Stadium Course at La Quinta consists of thin fairways and massive bunkers, making play that bit more difficult, whereas the TPC at Avenel is the most difficult of all, with multi-level greens and driving cross-winds.





UPDATE

PGA Tour Golf is already out and about for the PC (£29.99), and is remarkably similar to the versions reviewed here. No other versions are planned for the moment, but if anything crops up, you'll be the first to know.

SEVVY WHO?

The Professional Golfer's Association Championships are amongst the biggest golf tournaments of the year, with some players managing to grab in excess of well over a million (count 'em) dollars in winner's prizes! Here's a list of the winners of the PGA Tournament from 1980 to 1989:

YEAR	WINNER
1980	Jack Nicklaus
1981	Larry Nelson
1982	Ray Floyd
1983	Hal Sutton
1984	Lee Trevino
1985	Hubert Green
1986	Bob Tway
1987	Larry Nelson
1988	Jeff Sluman
1989	Payne Stewart

THE INFO BOX: Which hole is this? What par is it? How many strokes have you had? Is that over, under or on par? How far from the cup are you? And which club are you holding? The info box holds all this information.

THE STROKE BAR: Once you've set the shot up, hit the button to start your back-swing and watch the stroke bar expand leftward. Press the button again and it stops. Stop it on 50% in this case and the ball will be whacked with enough power to take it about 13 yards.

THE ACCURACY POINT: Accuracy is all down to timing. Stop the moving bar on this line and the ball is hit straight towards the aiming cross-hair. But stop it on the left of the accuracy point and the ball is hooked left, and stopping it on the right slices it to the right!

Left / Right moves cursor
Up / Down rotates grid

The ball is 4 in. below the cup, 18 yds. away

ROB SEZ...

Although golf isn't one of my favourite sports, I have a great deal of admiration for players of the game - the amount of skill involved would have most people pulling their hair out in minutes! Golf games are a popular enough subject (heck, there've been enough of them), but few are either accurate or playable enough to grab the attention for long. PGA Tour Golf is not only an accurate and playable golf game, but it has to rank as one of the best simulations of any sport. In practically every respect, PGA is excellent - the game itself is very addictive indeed, with some excellent graphics and sound, and the number of options will have any golf freak foaming at the mouth!

ROBERT SWAN



◀ So near and yet so far...

▼ A classic putt!

▲ Hit that ball!

◀ Pathetic scores ahoy!

THE PGA TOUR - A BRIEF HISTORY

The first developments of the PGA Tour began back in the 1920s, and were held on the West Coast of America, Texas and Florida. By the middle of the decade, the Tour was offering a whacking $77,000 in total purses! By the Thirties, despite the Depression, golf tournaments were attracting large crowds, with such names as Paul Runyan (the leading money winner of 1934's tournament) taking a total of $6,767 (it's interesting to note that 1989's top money winners, Tom Kite and Payne Stewart, each earned well in excess of a million dollars!)

After World War II, the Tour grew in size, and as the potential television audience increased in the late Fifties and early Sixties, so did the amount of interest in the game. Thanks to advertising revenues, the prize purses were growing at an enormous rate, and between 1974 and 1990, PGA Tour assets have leapt from $730,000 to an incredible $80 million!

RICH SEZ...

PGA Tour Golf was one of the finest golf games ever when it was first released on the PC, and it's nice to see that Electronic Arts have both the Amiga and Megadrive versions ready for almost simultaneous release. It's even more of a pleasure to find that both games are of an extremely high quality. Indeed, I might venture to say that PGA Tour Golf is the best golfing game you can get for either the Megadrive or the Amiga, encompassing just about every aspect of golf imaginable (and you don't even have to dress up in silly clothes and hang out with Tarby). The vast amount of options, coupled with the brill graphics and saucy sonics (Rob Hubbard strikes AGAIN)! make for a complete all-rounder in the quality stakes. Each hole is exceptionally challenging and there's a great sense of competition evoked should you go for the multi-play game. PGA Tour Golf is starting to have the same effect as John Madden Football did in the office at the moment (people tend to "disappear" for a quick round) and weighs in as one of the best sports games available on the Megadrive - take a look!

RICHARD LEADBETTER

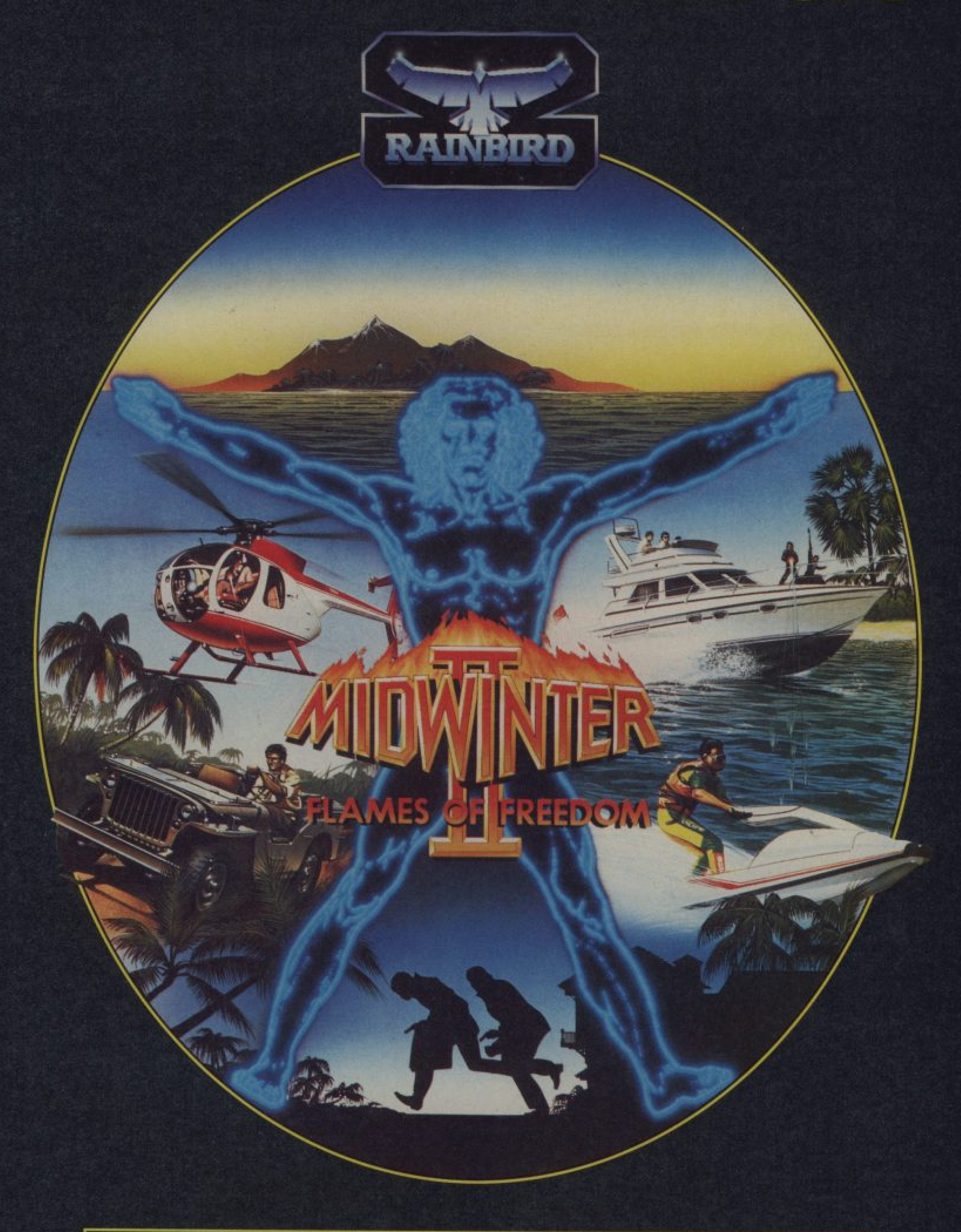
MEGADRIVE

GRAPHICS	89
SOUNDS	85
PLAYABILITY	93
LASTABILITY	95
OVERALL	91

AMIGA

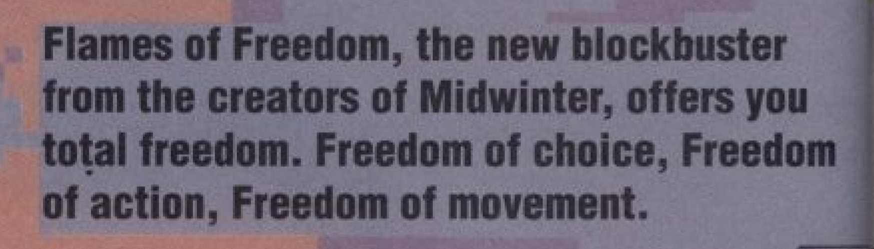
GRAPHICS	90
SOUNDS	86
PLAYABILITY	93
LASTABILITY	95
OVERALL	91

FLAMES OF FREEDOM



TOTAL FREEDOM

FLAMES O



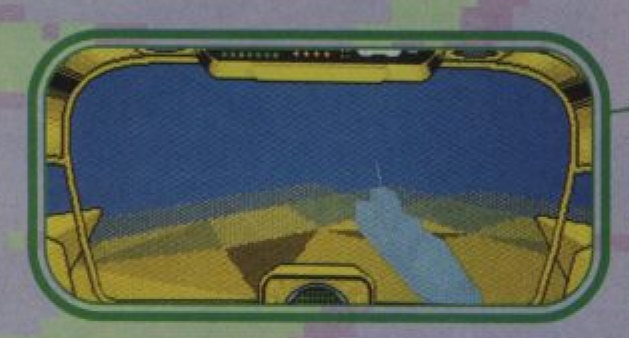
Flames of Freedom, the new blockbuster from the creators of Midwinter, offers you total freedom. Freedom of choice, Freedom of action, Freedom of movement.



Dogfight with opponents over villages for command of the skies, or attack ground targets which serve the enemy's cause.



Night time sequences afford excellent cover for secret movement and actions, illuminated by the glare of your jeep's headlights.



The playing area of three million cubic miles is not restricted solely to areas above ground. You have full freedom of movement underwater, and three types of 'submarine' in which to achieve it.



Seek out and destroy enemy shipping units, condemning them to a watery grave on the sea bed, from where the ocean's surface is clearly visible above.



Screen shots shown are taken from the Atari ST versions. Actual sceens may vary by format

TOTAL FREEDOM- FROM RAIB

(1,000 miles long X 1,000 miles wide X 15,000 feet high:) + (4,000 characters X 22 modes t

OF FREEDOM

A three dimensional environment packed with action, adventure and strategy. Entering it is easy......breaking free is what's hard !

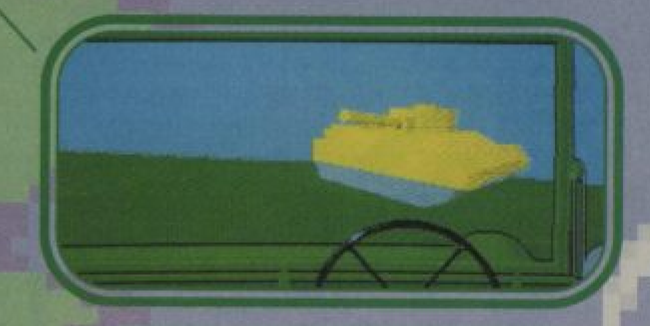


A million square miles of accurately mapped 3-D terrain, generated by fractal techniques, and fully light sourced throughout, provides a playing arena far superior to even its predecessor, Midwinter I.

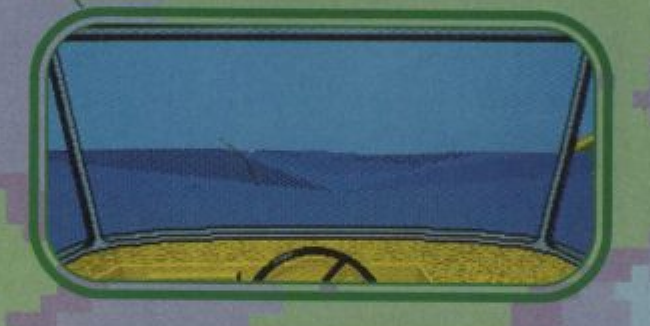




Fly the skies above the forty-one islands by helicopter, zeppelin, parachute, rocket pack, or, as seen here, biplane and balloon, all offering superb views of the land and of the other aircraft.



The enemy have a vast array for firepower aimed at you, on land, in the air, and across the sea, and react quickly and intelligently to your actions.



The sea surface is generated by constantly moving fractal points, causing you to bob up and down as you swim or sail across it.



Flames of Freedom will be available shortly for your Commodore Amiga, Atari ST and IBM PC compatibles.

AINBIRD MASTERS OF STRATEGY

es of transprt X 1,000s of buildings) = 3,000,000 cubic miles of Action, Adventure and Strategy.

REVIEW

PC ENGINE £34.00

BY HUMAN



It's time to grab those balls and make a right old racquet (eh?), with Final Match Tennis for the PC Engine. Viewed in pseudo-3D, either one, two, three or four players (via a multi-tap) can participate in an exhibition match or compete in a world tournament, in either one or three sets.

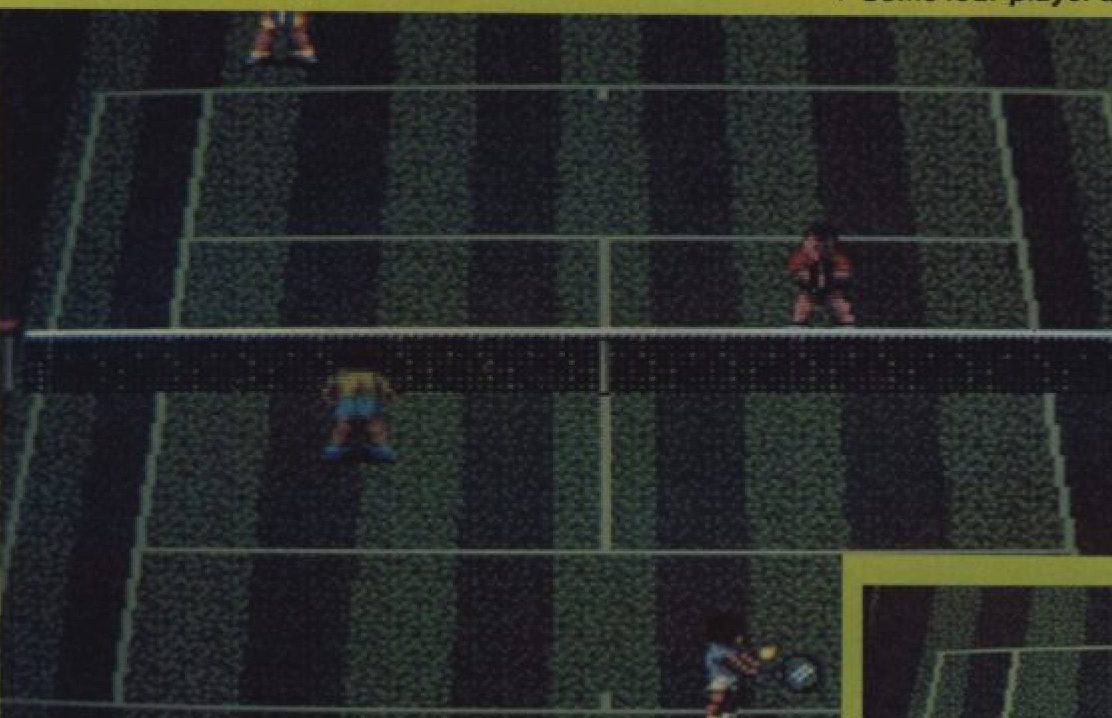
Novice players (that's anyone in the British squad to the rest of us) can practice swinging the old catgut against a number of computer-controlled opponents, including a training machine which blasts balls towards you like there's no tomorrow! If things get a little hairy, two players can team up against the computer, and give it a taste of its own medicine!

You can play either on a grass, clay or hard court, each affecting the ball's trajectory in their own fashion. Apart from that, the usual rules of tennis apply.

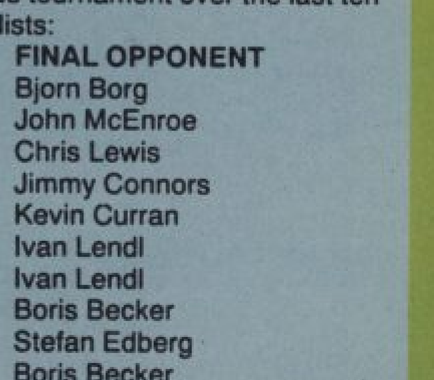


The score says it all (sort of).

Some four-player action!



Practise your backhand with the training machine.



JAZ SEZ...



Computer tennis might not sound like fun, but in this case you'd be a bit mad not to get straight into the action! Its superlative playability gives instant addiction from the word go. The control method is superb; Incredibly easy to get to grips with, but with huge scope to develop some killer shots. It's also very competitive, with one to four-player action (two-player mode is best, though)! The computer opponents are good, and there's a wealth of different game options to add plenty of lasting appeal. Final Match Tennis is a truly stunning game, and ranks alongside Kick Off II and John Madden's Football as an example of one the finest computer sports simulations available on any machine.

JULIAN RIGNALL

TENNIS TOMFOOLERY

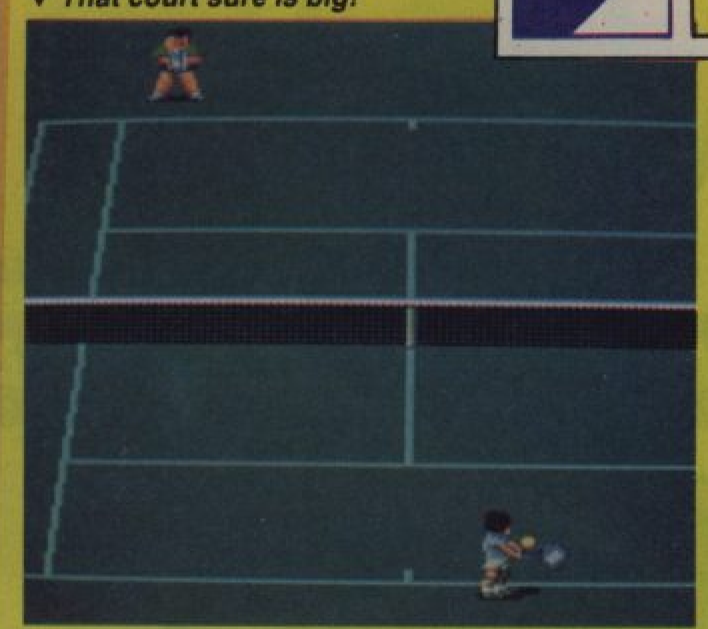
The highlight of the tennis season is obviously Wimbledon - large crowds, centre courts, scandalous prices for strawberries and cream, the ticket touts and the like. Here's a list of the winners of this prestigious tournament over the last ten years, and the defeated finalists:

YEAR	CHAMPION	FINAL OPPONENT
1981	John McEnroe	Bjorn Borg
1982	Jimmy Connors	John McEnroe
1983	John McEnroe	Chris Lewis
1984	John McEnroe	Jimmy Connors
1985	Boris Becker	Kevin Curran
1986	Boris Becker	Ivan Lendl
1987	Pat Cash	Ivan Lendl
1988	Stefan Edberg	Boris Becker
1989	Boris Becker	Stefan Edberg
1990	Stefan Edberg	Boris Becker

▼ *Choose the type of court here,*



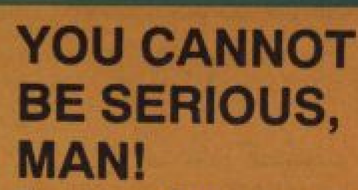
▼ *That court sure is big!*



...L MATCH ...NIS

YOU CANNOT BE SERIOUS, MAN!

Final Match Tennis is one of the more realistic tennis games about, with a wide variety of moves, lobs and smashes. Not only do the players race around the court at a great rate of knots, but if the ball's just about out of reach, the player will dive to one side in an attempt to knock the ball back up in the air!





RICH SEZ...



I reckon that Final Match Tennis ranks as the best PC Engine games I've seen since the classic Bomber Man. It's one of those games where your skill dictates the action rather than the other way around. Although the controls are remarkably simple, control of the ball is actually a real sod to successfully master. But after a while, the controls become second nature and you'll be diving around the court for all your worth, with a digital manoeuvrability that would amaze Messrs Lendl and Edberg. The ball action is the most realistic I've ever seen in a tennis game too - even the ricochets off the net seem stunningly realistic. I agree with Rob in the sense that lastability is perhaps questionable, but the playability of this tennis game is unrivaled on any other system. The game must be good, as members of the editorial and ad teams crowd the games room at lunchtime for a go! There haven't been that many decent Engine games of late, but I strongly recommend t...

RICHARD LEADBETTER

▼ *A two-player game...*



▼ *Playing doubles can be fun!*

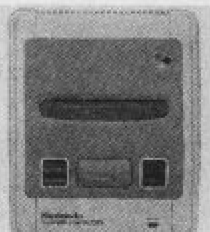
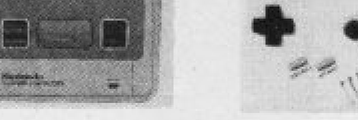


PC ENGINE	
GRAPHICS	88
SOUNDS	80
PLAYABILITY	93
LASTABILITY	86
OVERALL	90


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ARCADE





After seeing his trillionth new Japanese shoot 'em up down the arcades, Julian Rignall was getting a bit cheesed off... until he started playing Atari's Ramparts, and then nothing else would do!

RAMP



Atari's three-player Ramparts is a brilliant new coin-op - although you wouldn't think so when you first see it. The game is set in the 17th century and is based around an enemy invasion of your coast by seabound forces. So it's all cannons and Armada-like fleets of attacking boats instead of the usual lasers and spaceships.

At the start of a one-player game, you choose a castle to defend, a wall is built around it by the computer and you place your two canons inside. Then the enemy boats sail into the action, firing their cannons at your walls. What you've got to do is destroy the ships using a trackball-controlled crosshair sight to aim your own guns. It's pretty tricky, since the canon shots take a while to reach their target, so you've got to plan ahead.

Once the attack is over you have a limited period of time in which to rebuild your castle walls using a variety of Tetris-like shapes which you can rotate and slot together to enclose your castle. If your castle isn't completely walled in at the end of the time period, it's Game Over. Succeed, and you get extra cannons with which to repel the next onslaught.

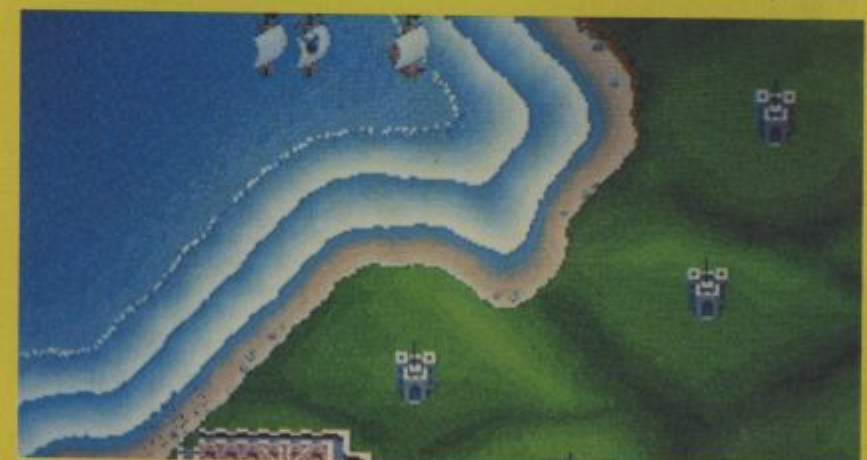
JAZ SEZ



The idea of cannon-based action mightn't sound like the recipe for an action-packed game, and Ramparts looks and sounds pretty rubbish. However, in practice Ramparts is tense and challenging, requiring razor-sharp reflexes and forward planning to survive. On later levels there are massive fleets of ships to destroy, and if they reach your coast, they spew out little tanks (although what they're doing in the 17th century is a mystery to me) which make wall-building very difficult! It all gets incredibly frantic - especially when you're trying to complete a wall and the timer has virtually run out! I thoroughly enjoyed playing the game - it's really different, and is a breath of fresh air after months and months of dull space shoot 'em ups and boring beat 'em ups.

JULIAN RIGNALL

A.D.E.



PARTS

THREE-PLAYER DESTRUCTION

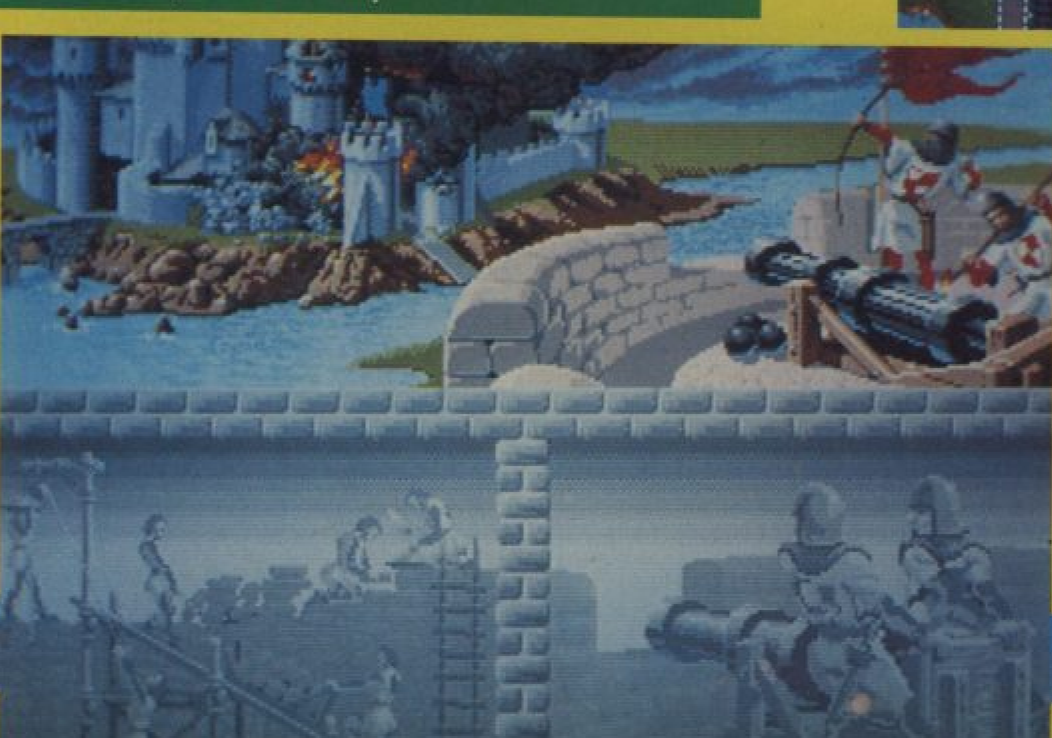
The two or three-player mode is a very different game to playing solo. Here, each player must destroy the other castle using their cannons. During the rebuilding sequence, the player who fails to rebuild his wall loses!





BUILD, BUILD, BUILD A BIG FAT CASTLE

If you're a good player, during the building period you should not only be able to wall in your own castle, but also enclose a couple of the other ones dotted around the landscape. As well as giving extra score, you also get extra cannons to use against the enemy!



COIN-OP

GRAPHICS	69
SOUNDS	70
PLAYABILITY	95
LASTABILITY	88
OVERALL	93

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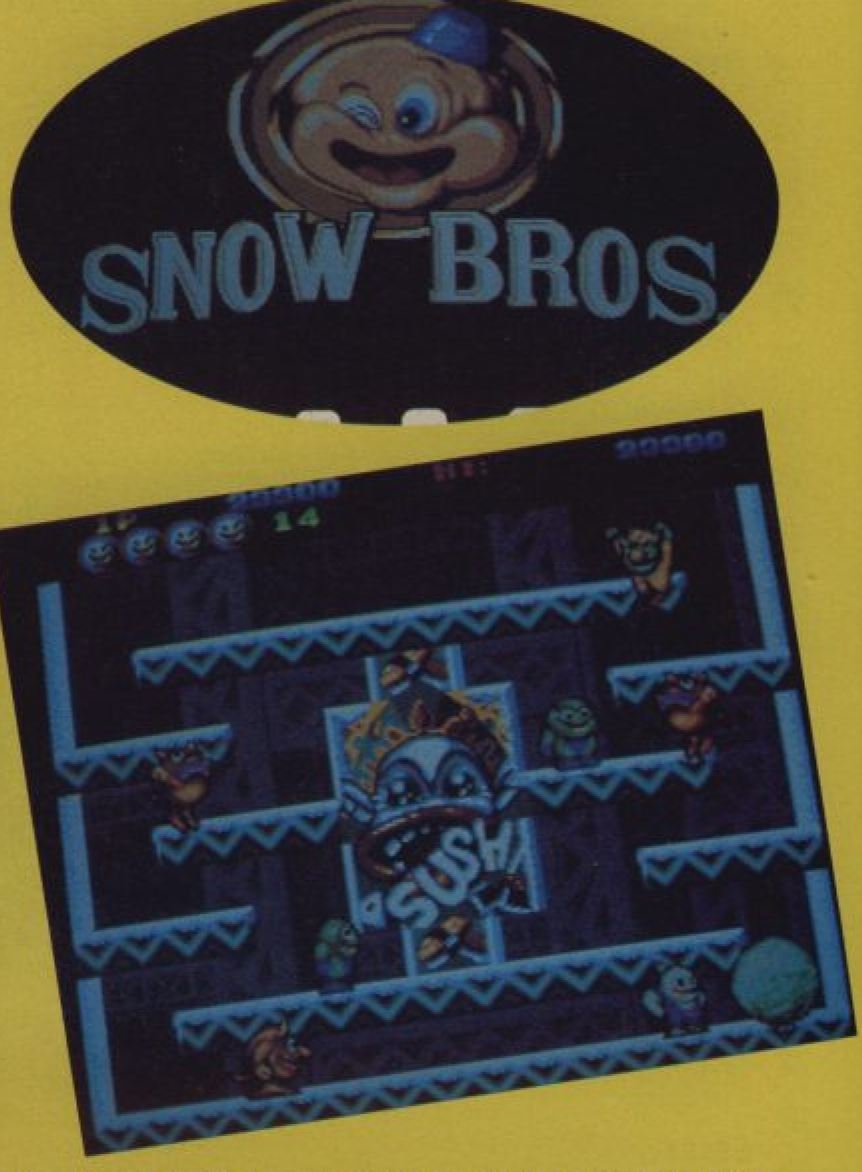
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SNOW BROS

OCEAN

What's the difference between snowmen and snow-women? Snowballs! Okay, okay, crap puns aside, that wet white substance that seems to give British Rail so much bother is the subject of this, **Ocean**'s latest in a long line of cutesy coin-op conversions. Taken from the totally brilliant but surprisingly little-known **Toaplan** coin-op, **Snow Bros** puts you in the shoes of a cutesy snow-man, whose task in life is to travel through 50 platform levels, **Bubble Bobble** style. As you'd expect, myriad nasties are out to put the heat on, so to speak, but our sub-zero hero has the ability to blast 'em with his snowgun - the effect of which turns any nasty into a giant snowball, which can be smashed into a wall for points!



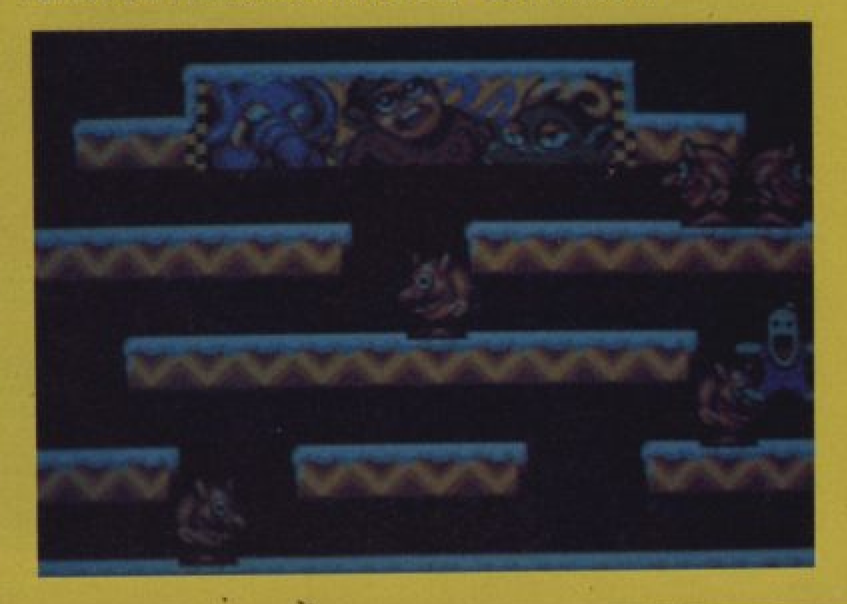


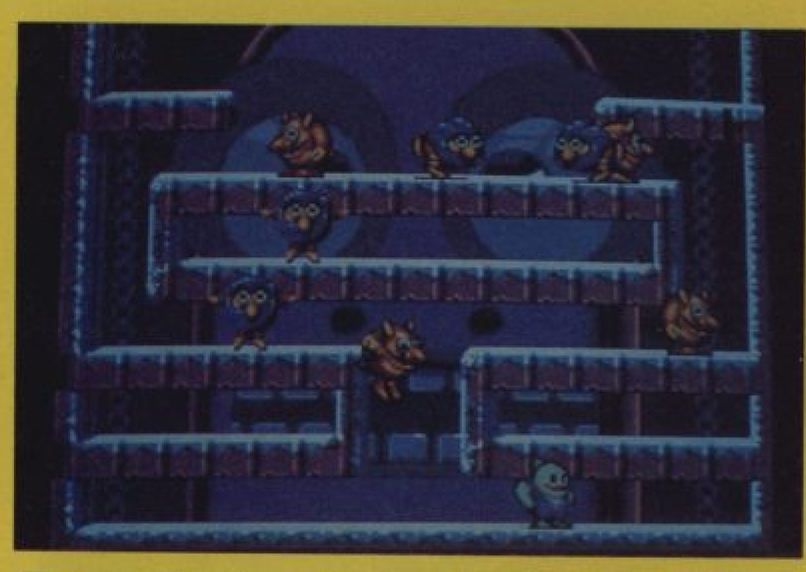
We've had a look at a pre-production version (programmed by **Ocean France**, previously responsible for the superlative conversions of **Pang**), and to be totally frank, we reckon this could be this year's **Rainbow Islands** - it's looking that good, with graphics and sound practically identical to the coin-op! How everything hangs together in the final version will be revealed in the full review in next month's CVG - don't miss it!

END-OF-LEVEL ICINESS!

Even if you get so far, making it through to the next series of levels is no easy matter - a massive guardian blocks your way, and the only way to get past him is to blast him - into little pieces! These whacked-out monsters include a slimy blue head that shoots out bolts of energy, and a zany giant lizard with a yellow mohican!



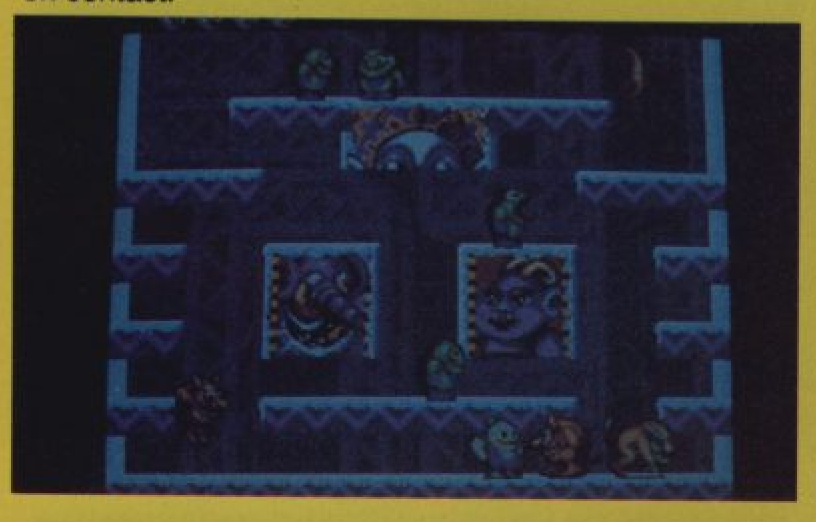




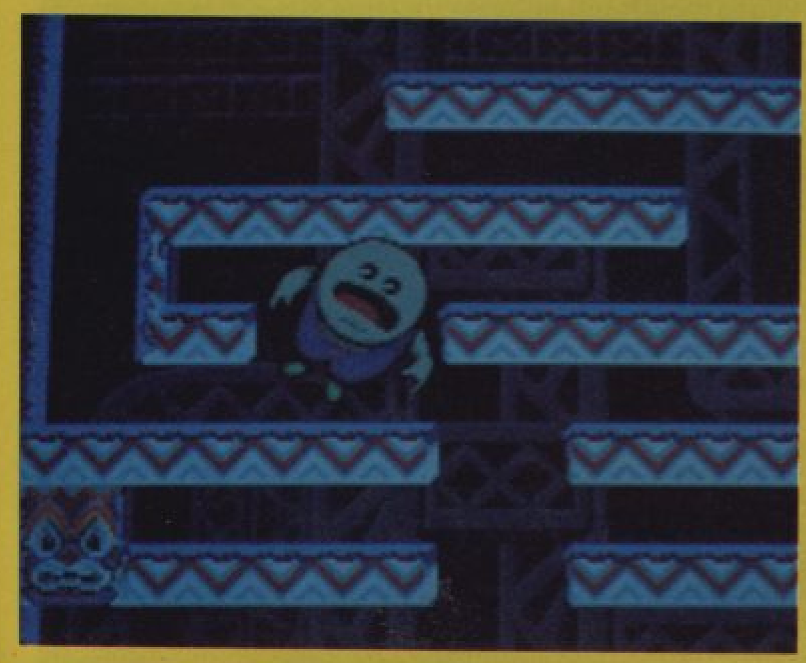


THERE'S NO POWER LIKE SNOW POWER

Our frosty friend isn't lacking in the power-up department - if he hits another monster with one already encapsulated in a snowball, it leaves behind a lantern or food. The lanterns come in red, blue or green, and either empower the snowman with a speed-up, enhanced fire-power, or inflates him to five times normal size, giving him the ability to float around the screen, blatting nasties on contact!

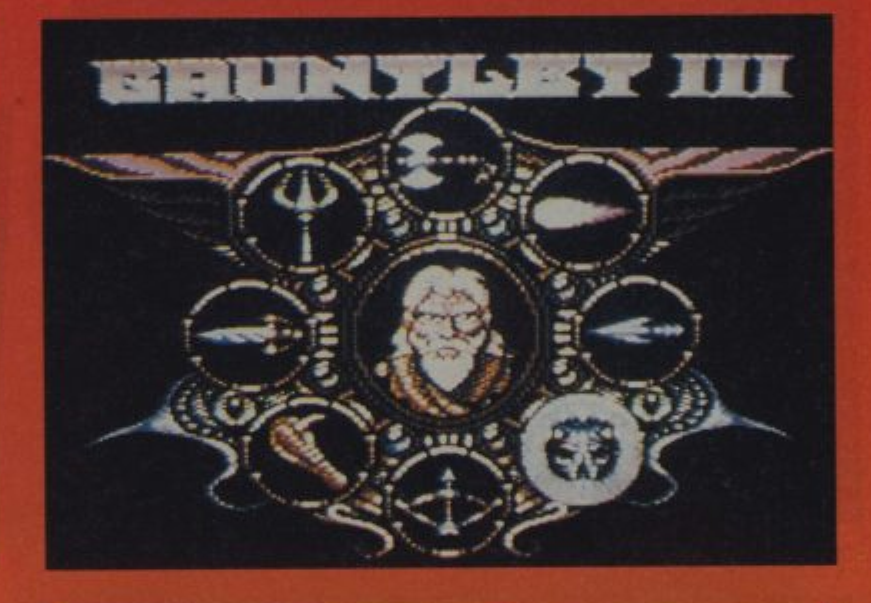






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ST	TBA	£ 19.99
C64 CART	TBA	£ 24.99
AMSTRAD CART	TBA	£ 24.99
SPECTRUM	TBA	£ 10.99





GAUNTLET III

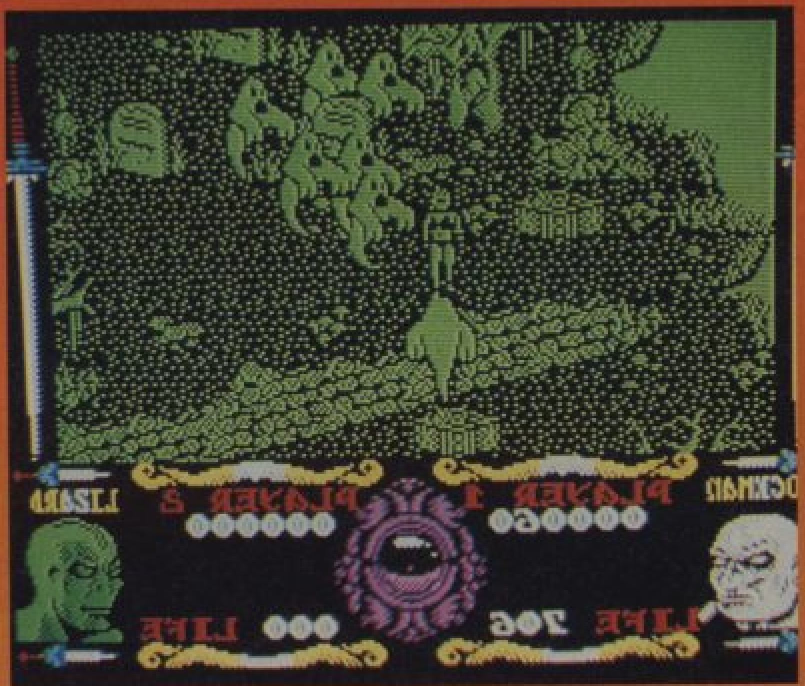
US GOLD

Pheweel! There can't be any gameplayer out there who doesn't know what playing **Gauntlet** involves - racing around all manner of mazes, blasting evil monsters whilst collecting keys, potions and food and avoiding all sorts of devious traps. **Gauntlet II** was more of the same, but with more monsters (including the IT monster and a very large, fire-breathing dragon) and even more devilish traps. Now **Gauntlet III** is here, and things are more than a little different...

Now everything is seen from a forced perspective viewpoint, and involves not four heroes, but eight! Now







Thor the Warrior, Thyra the Valkyrie, Merlin the Wizard and **Questor the Elf** are joined by four brave new adventurers; **Petras the Rockman, Neptune the Merman, Dracolis the Lizard** and **Blizzard the Iceman**! Set in the mystical world of **Capra**, two of the eight heroes must battle through eight kingdoms, blasting and collecting as they go, clearing all eight lands of the demonic forces that dwell within before going on to face the **Demon King** himself (oo-er)!

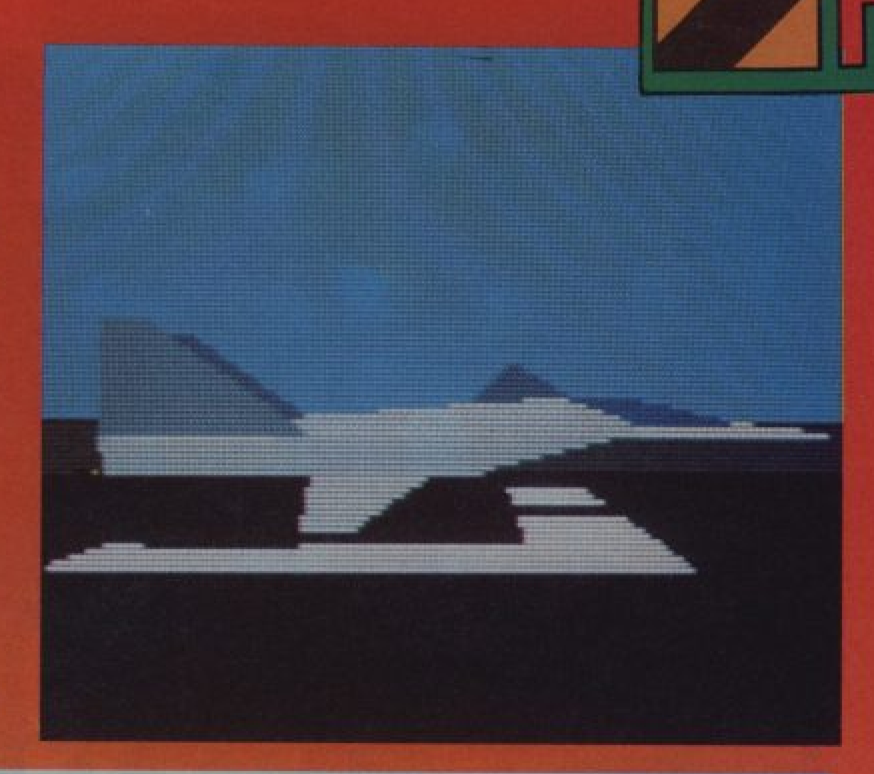
The first two Gauntlet games (especially the topper Gauntlet II) were not only excellent in the graphics and sound departments, but were also immensely playable, especially the 16 bit versions. Now it only remains to see if the third chapter is as entertaining and addictive as its two older brothers. Read a future ish of CVG to find out!

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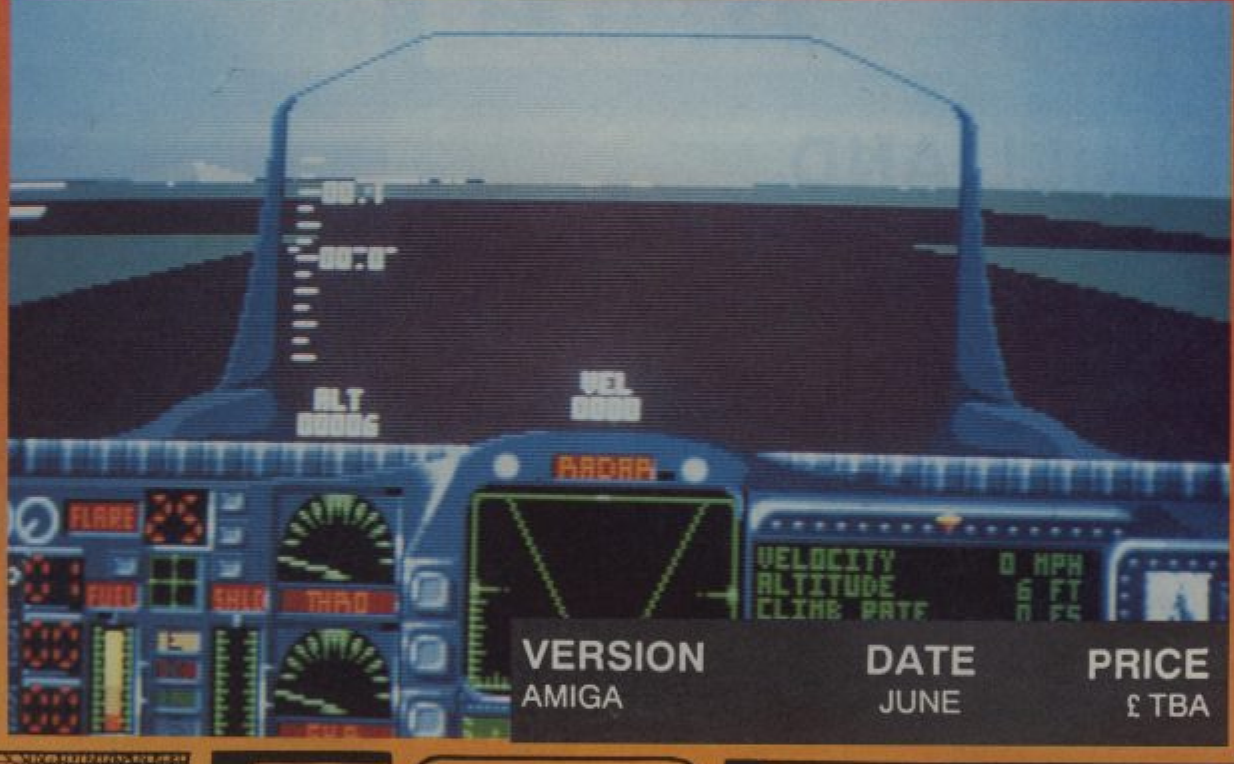
ARMOUR-GEDDON

PSYGNOSIS

Coming soon to an Amiga near you is **Armour-Geddon**; a futuristic 3D extravaganza which puts you at the controls of six different types of vehicle, each with their own strengths, weaknesses, and types of firepower and equipment. Your mission (should you choose to accept it) is to collect five sections of an ancient neutron bomb, in order to destroy an orbiting laser satellite. This isn't as straightforward as it sounds, as all manner of ground and air based adversaries are out to put a stop to your bomb-collecting buffoonery - with lethal force! It certainly looks rather flash, and the ray-traced intro at the start of the game is even **more** stunning than the usual Psygnosis three-minute wonders! The only question left to answer is: will the rest of the game match up to the intro, or will it be another case of "nice graphics, shame about the gameplay"? Watch out for a full review over the next few months to find out!



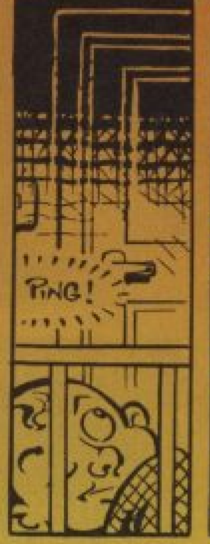




VERSION	DATE	PRICE
AMIGA	JUNE	£ TBA







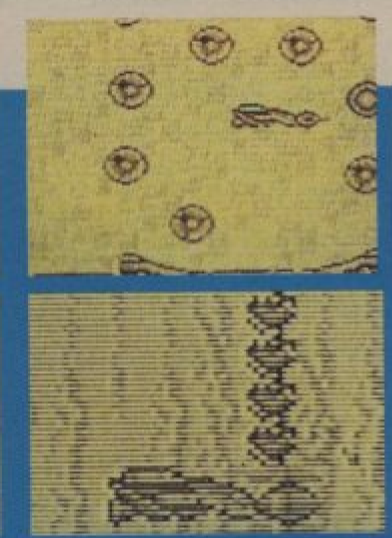




THE REAL ADVENTURES OF BRAT, THE ANTI CUTE, ARE AVAILABLE SOON FROM IMAGE WORKS ON AMIGA AND ST.

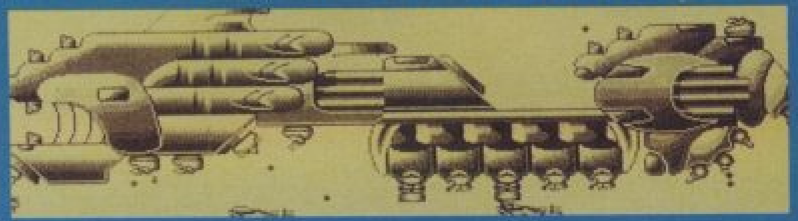
R-TYPE
IREM





After what seems like an eternity of waiting, the Game Boy conversion of the outstanding **Irem** blast is ready to be unleashed! For those of you that don't know - shame on you! - **R-Type** puts you at the controls of the ultimate in space combat fighters, the **R-9**. Your task is to travel into the heart of the malevolent **Bydo Empire**, and literally blast seven bells out of everything in sight! Power-ups and additional weapons are there for the taking, but out to stop you are some of the biggest and deadliest end-of-level guardians ever conceived!

As you can see, the graphics are absolutely cracking, and are remarkably similar to those of the coin-op - no mean feat, considering the Game Boy's graphical limitations. If the programmers have managed to retain the arcade machine's awesome playability as well, then this could be one of the Game Boy's biggest releases for some time! Check out next month's CVG for the full review!



VERSION	DATE	PRICE
GAME BOY	APRIL	£ TBA

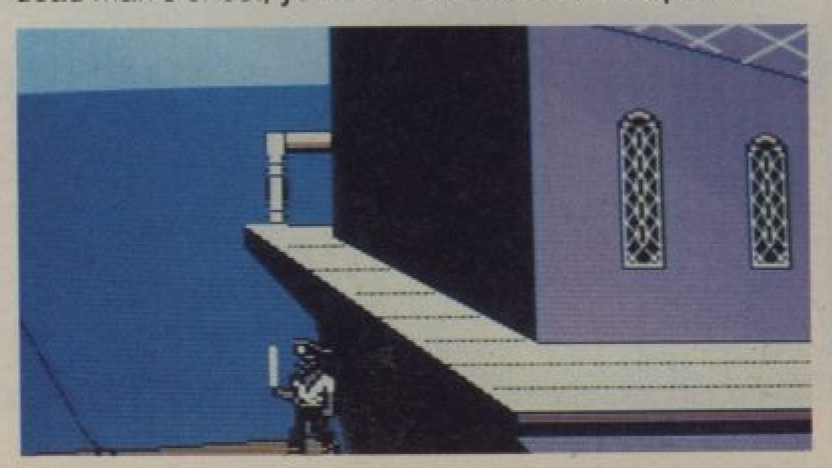
SKULL AND CROSSBONES
TENGEN

Har, har, me hearties, pin back yer lug 'oles, and pay attention! This, another in **Domark**'s long line of **Atari** coin-op conversions, puts one or two players in the shoes of **One Eye** and **Red Dog**, two scurvy seadogs out on a mission to retrieve their ill-gotten bounty from the clutches of the **"Evil Sorcerer"** (whoo!). Not that the guy's going to take this lying down - oh, no, he's throwing everything he has at you in the form of all manner of cut-throat villains, all out for your blood!

As you can imagine, this involves all sorts of swashbuckling adventures across eight levels, whilst rescuing wenches, collecting food and rum, and grabbing loot by the sackful. How does all this measure up in the gameplay stakes? Well, you'd better check out the next issue of CVG to find out! All together now, fifteen men on a dead man's chest, yo ho ho and a bottle of Tequila...





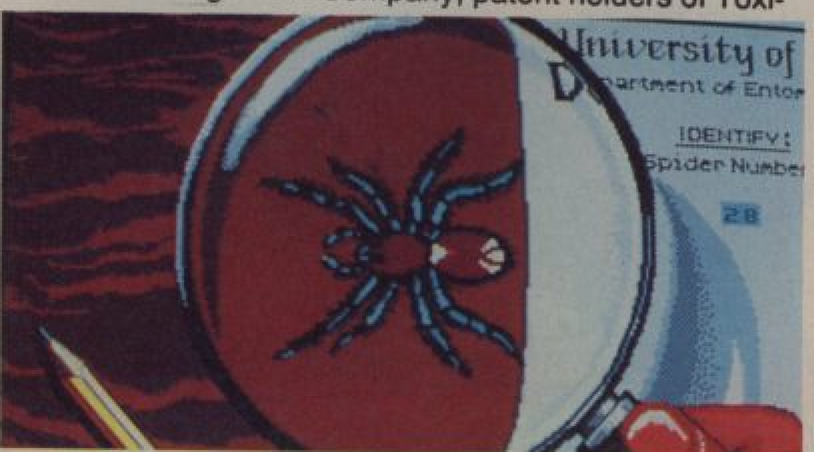


VERSION	DATE	PRICE
AMIGA	APRIL	£ 24.99
ST	APRIL	£ 19.99
C64	APRIL	£ 10.99
AMSTRAD	APRIL	£ 10.99
SPECTRUM	APRIL	£ 10.99

ARACHNOPHOBIA

DISNEYSOFT

Based upon the recent Spielberg movie featuring thousands of arachnids (that's spiders to you lot) Arachnophobia is centred around a deadly South American spider, which ends up in a densely populated area of the United States. Here, this massive monster mates with local spiders, creating a killer breed of unstoppable poisonous creepy-crawlies! Bad news, eh? Anyway, the US Department of Agriculture, having tried almost everything to destroy this scourge, calls in the McClintock Infestation Management Company, patent holders of Toxi-



Max - the only insecticide spray powerful enough to kill the spiders without burning a hole to the very core of the earth!

Your task, as fumigation's finest, is to hunt down the deadly South American spider, and put an end to the plague by investigating houses, schools, buildings, barns and cemeteries, battling thousands of killer arachnids, and rescuing trapped civilians! All in a day's work for your usual Rentokil bug-basher, wouldn't you say? Anyway, if Disneysoft can manage to retain part of the film's level of suspense, and mix it with a game that looks good and plays well, they could well have a smash on their hands. Check out CVG over the coming months for a review.

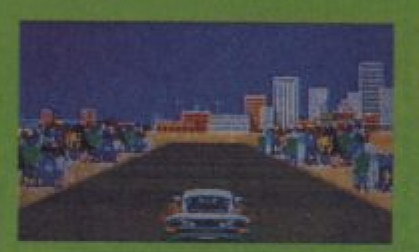
VERSION	DATE	PRICE
AMIGA	MAY	£ TBA
ST	MAY	£ TBA
PC	MAY	£ TBA
SPECTRUM	MAY	£ TBA
C64	MAY	£ TBA
AMSTRAD	MAY	£ TBA

BIG RUN

JALECO

Developers are certainly beginning to move into high gear as far as the Super Famicom is concerned, and **Jaleco** continue the tradition with the conversion of their Paris-Dakkar rally racing coin-op. The aim of the game is simple enough - race from stage to stage against the clock and other drivers, in order to come in first at the end. Run out of time, however, and that's your lot!

It certainly looks good, but the coin-op wasn't exactly the best thing going - just another racer with fancy graphics. Whether Jaleco have managed to improve on the gameplay remains to be seen, but having seen the likes of **F-Zero**, we reckon Big Run's gonna have to be something *really* special. For the full, unadulterated review, grab the June issue of CVG.





VERSION	DATE	PRICE
SUPER FAMICOM	APRIL	£ 40.00

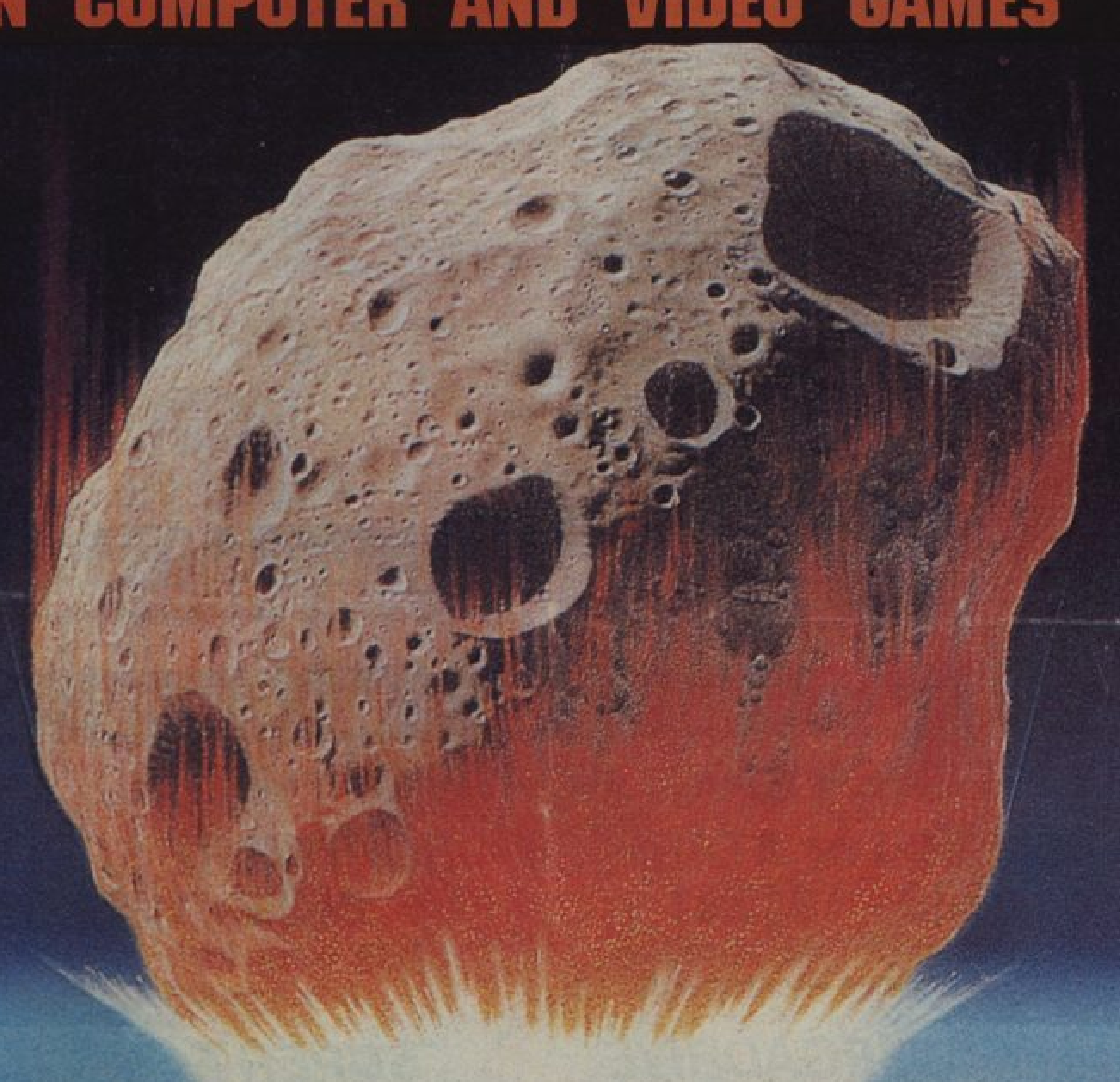


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